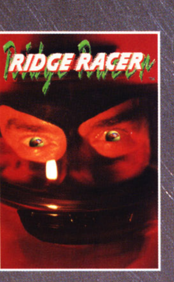

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VIRTUA FIGHTER 2
REVIEWED!
VIRTUA COP
PlayStation: Warhawk. Doom. FIFA '96
Saturn: Thunderhawk 2. Toh Shin Den
MARTINI RACING
Arcade: MK 3 Ultimate
SNES: Diddy's Kong Quest.
3DO: Bladeforce.
MegaDrive: Toy Story.
SEGA RALLY
SATURN TAKES ON PLAYSTATION!
BRING ON THE GAMES
THE MACHINE YOU NEED THIS CHRISTMAS — WE HELP YOU DECIDE







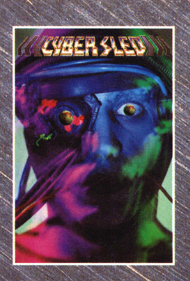



THEY'RE CO
TO YOUR

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# KNOW
# 3 BASTARDS
# ARCADE?







# MING ROUND
# PLACE.

SONY



# CONTENTS





BAKU BAKU. P83

FIFA '96. 72

BLADEFORCE. P50




ISSUE # 170
JANUARY 1996

## REGULARS



## PREVIEWS



## REVIEWS

### 32-BIT



### 16-BIT



### 8-BIT



## Resident Evil -12

Does this look excellent or what! Resident Evil from Capcom is the best-looking PlayStation game we've seen to date! See news.



# EDITORIAL

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SUBSCRIPTION ENQUIRIES TEL:
(01858) 468888
RATES (includes P+P):
12 ISSUES UK: £34.00
AIRMAIL EUROPE: £52.00
AIRMAIL REST OF WORLD ZONE 1: £75.00
AIRMAIL REST OF WORLD ZONE 2: £89.00
REST OF WORLD – SURFACE: £48.00
BFPO: £34.00
EIRE: £52.00
PRINTED IN THE UK BY:
St Ives PLC, Peterborough
DISTRIBUTED BY:
Frontline

ISBN NO:
0261-3597


**A**s I write I've got one ear on the phone. At the other end is a friend at HMV Level One's head office, and what he's telling me is pretty much what I expected: Everybody is waiting for big things to happen, that haven't happened yet, but whatever it is they're waiting for, there's an obvious reluctance to splash out - even on the BIG titles. The HMV chart (printed right) tells an interesting story, however: Not a single Saturn game in sight, but a 16-bit Mega Drive title in the number one slot. PlayStation is holding its own against the more established machines, BUT this is all set to change. Just three games from Sega of Japan could turn the heads of thousands of crucial buyers, such as yourself, in the coming months. The point I'm making here is that there hasn't been a game since the original Street Fighter II to make people choose a system. SFII practically sold the SNES to this country, and you can bet Sega Rally, Virtua Fighter 2, and Virtua Cop are going to do the same for Saturn.
No matter what happens with Nintendo 64 at Shoshinkai – even if it's a pre-Christmas launch across the globe (which I seriously doubt), there's nothing that can take away from the achievements Sega have made. These games are essential. I just pity those who couldn't hold their breath longer than September the 29th.
Biased? Not at all. But sometimes everyone has to appreciate a job well done. Congratulations Sega!

*PAUL*

# 1996!

***Before we launch into our bullet-point guide of which machine is best suited to your taste, we're taking this festive opportunity to tell you what we're looking forward to in early '96.***

***NINTENDO 64***
*With a bit of luck you ought to have a free supplement included with this month's issue, showing first screen-shots of Nintendo 64 games – If Paul survived the trip to Japan. Whatever the case, 1996 has just got to be the year for the Nintendo 64. Nintendo cannot possibly delay it any longer!*

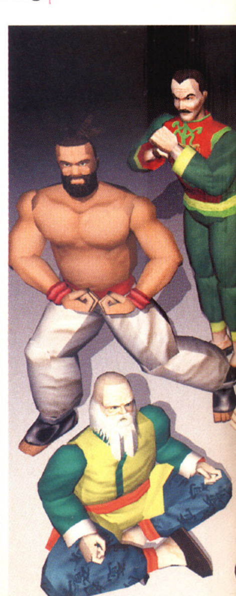
***M2***
*Rumours abound that this machine is even more powerful than Nintendo 64. Who are we to argue when nothing substantial has been revealed. However Matsushita (Panasonic, Technics, and so on) are planning to release examples of actual game footage sometime in April.*

***VIRTUA FIGHTER 3***
*More generally Sega's Model 3 arcade board, which is also rumoured to be bringing Daytona 2 with it. Absolutely nothing has been seen on this technology yet, and what there is is just speculation. But we're gnashing our teeth in anticipation.*

***MORE SEGA COIN-OPS FOR SATURN***
*Fighting Vipers. Manx TT. Virtua Cop 2. CyberTroopers. All the arcade hits of the year, and some way beyond, are destined for Saturn. That's some kind of 'wants' list already!*

***CHEAP PCS***
*Not so hotly sought after when there are so many great consoles coming down the line. Still, Pentiums going for a song would give many more players access to this incredibly versatile area of games. Maybe then Bill Gates' vision of a Windows '95 driven scene would come true.*

***THE UNEXPECTED***
*Sega and M2? It's possible. Don't expect anybody to be following the rules to closely in what is sure to be the hottest contested year since the eighties.*



# COMPUTER AND VIDEO GAMES

| TW | LW | TITLE | FORMAT | PUBLISHER |
|---|---|---|---|---|
| 1 | 2 | FIFA '96 | MEGADRIVE | E.A. |
| 2 | NE | STRIKER '96 | PLAYSTATION | TIME WARNER |
| 3 | 1 | TEKKEN | PLAYSTATION | SONY |
| 4 | NE | WORMS | AMIGA | OCEAN |
| 5 | 5 | DESTRUCTION DERBY | PC CD-ROM | SONY |
| 6 | 3 | KILLER INSTINCT | SUPER NES | NINTENDO |
| 7 | 11 | FIFA '96 | SUPER NES | E.A. |
| 8 | 4 | HEXEN | PC CD-ROM | GTI |
| 9 | 5 | DESTRUCTION DERBY | PLAYSTATION | SONY |
| 10 | 8 | WIPEOUT | PLAYSTATION | SONY |
| 11 | NE | FIFA '96 | PC CD-ROM | E.A. |
| 12 | 9 | X-COM: ENEMY UNKNOWN | PLAYSTATION | MICROPROSE |
| 13 | NE | WORMS | PC CD-ROM | OCEAN |
| 14 | 6 | COMMAND AND CONQUER | PC CD-ROM | VIRGIN |
| 15 | 12 | ALIEN BREED 3D | AMIGA 1200 | OCEAN |
| 16 | RE | MICRO MACHINES 2: '96 | MEGADRIVE | CODEMASTERS |
| 17 | 7 | CHAMPIONSHIP MANAGER 2 | PC CD-ROM | DOMARK |
| 18 | NE | ENCARTA 96 ENCYCLOPEDIA | PC CD-ROM | MICROSOFT |
| 19 | 15 | SENSIBLE WORLD OF SOCCER | AMIGA | VIRGIN |
| 20 | 19 | RIDGE RACER | PLAYSTATION | SONY |

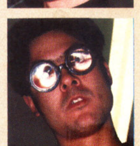






### Paul Davies: Boss

Paul has had to bear some inhumane hardships this month whilst compiling his beloved magazine. The most terrifying moment being his forced visit to see Swan Lake (that's a ballet) with his girlfriend and witness some culture (something unknown in Rochdale, Pauls home town). Nevertheless after a few sherbets Paul gained enthusiasm and clambered onto the stage to demonstrate his famous clog dancing routine.
Top games: Sega Rally, Virtua Fighter 2, Zero Divide, Guardian Heroes.



### Tom Guise: Deputy Boss

Tom has been revealing the strange and wonderful dreams that haunt his tiny mind this month. Obviously brought on by the stress and tension that goes with extended lie-ins and flexi-time, his dreams always seem to follow a particular pattern. First he's being chased by a beautiful woman, but when he turns around her face melts and reveals a hideous beef-burger monster that begs for brains in a deep gurgling voice.
Top games: Virtua Fighter 2, Sega Rally, Virtua Cop, Marvel Super Heroes, Rave Racer, Point Blank, Attack of the Mutant Penguins.



### Ed Lomas: Skivvy

After Tom C smashed Ed's 'Pink Floyd, Shine on you Crazy Diamond CD' and rammed the sharp bits into his face, Ed has been very quiet for the past few weeks. The bandages only came off yesterday...only to reveal a huge spot on the very tip of his nose, which begs the question. Has he been lying about his identity? Is he in fact the only love-child of mad Pink Floyd singer Syd Barrett and if so why isn't he mad as well?
Top games: Virtua Fighter 2, Sega Rally, Virtua Cop, Ultimate MK3, Hexen, Every game ever ever.



### Tom Cox: Colouring In

Games come a poor second place for Tom when it comes to the pursuit of Rokk (pause for air guitar solo and accompanied headbanging) but now he's found a way to combine the two – Road Rash 3DO. Bikes, Rokk, Chicks, Leather, Denim, Whips...ahem. It's got the lot. "What more can you ask for?" he says, "how about cartoon cows that rear up when you crash into them? That would be brilliant."
Top games: Road Rash, Ridge Racer, Sega Rally.



### Petrea Doyle: Rubbing Out

Trea has been the backbone of the mag this month. Rescuing the rest of the pathetic team with a heart warming "G'day!" as she gives freelancers one of her terrible Chinese burns. Tom has started to churn out copy rather quickly since the last one left with the skin of his wrists in tatters.
Top games: Apeiron (Mac)

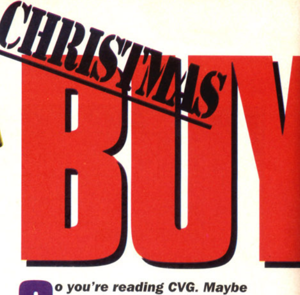


### Jaime Smith: Pencil Monitor

I don't know what Jaime has done to upset Ed this month but judging by Eds Photoshop experiments it must be something pretty nasty. That aside Jaime has for some unknown reason decided to dye his hair ginger, or copper as he calls it. But that doesn't matter because he saved the sad Emap 5-a-side footy team from total humiliation with his deadly accurate shooting skills. Cheers.
Top games: Street Fighter Alpha, Marvel Super Heroes, Killer Instinct, MK3, Quark Express (Mac), Rave Racer.

# THE  CHRISTMAS BUY





**So you're reading CVG. Maybe you're trying to decide which games you want for your system this Christmas. Hell, maybe you haven't got a games system and you want to know which console to get. Well here's where we can help. We're not going to tell you what the best**



















## PLAYSTATION

The PlayStation is definitely the "cool" machine to have at the moment. The September release was a big success and with a games line-up featuring some solid 'classics' the PlayStation is set to reach greater heights.

1. **WIPEOUT - 96%** - The best PlayStation release so far has got all the essentials plus loads more: Some of the best graphics ever, awesome sound effects and music, cool flying ships and fast, supersmooth game play.
2. **TEKKEN - 94%** - One of the most detailed and technical 3D beat-'em-ups ever with incredible textured graphics. The sheer number of characters and moves make this an awesome game.
3. **RIDGE RACER - 94%** - An amazing game which manages to hook people for massive amounts of time with only one main track. The speedy driving action, with excellent graphics and sound, create a fantabulous atmosphere.
4. **DOOM - 91%** - One of the best games ever has been upgraded for the PS. New lighting effects and loads of levels, added to already awesome blasting gameplay, means it's fantastic.
5. **MORTAL KOMBAT 3 - 91%** - The superb arcade game is converted to PlayStation almost perfectly. A brilliant two-player game and loads to learn means it'll last ages.

## SATURN

Sega have always had the greatest arcade games in existence. And now they've produced a console you can play them on. If you want Sega's rich heritage of gaming experience in your home, in full, this IS the console for you.

1. **VIRTUA FIGHTER 2 - 97%** - Quite simply the best game ever. The graphics, sound, speed, moves (2000 of them) and fluidity is awesome. It plays better than any other game anywhere!
2. **VIRTUA COP - 96%** - An amazing replica of the arcade version which, with the light gun, is exactly the same. An ideal Christmas present.
3. **DAYTONA USA - 94%** - Though the graphics may look slightly rough, the game plays as well as the arcade version, but with added speed and playing modes. Loads of fun and loads of crashes.
4. **PANZER DRAGOON - 91%** - An excellent 3D shoot-'em-up with great graphics and sound. It gets more impressive the further you get and seeing as it starts off brilliantly...
5. **BUG! - 90%** - A frighteningly cute looking 3D platform game which is actually rock hard. Lots of massive levels and some really funny and clever bonus stages make it the best 32-bit platformer around.

## PC CD-ROM

You can always rely on the PC. Whatever is happening on the console front, the PC market always remains rock-solid. You can keep upgrading it to remain state-of-the-art and right now it gets all of the games from all of the machines. Expensive though, for a decent one.

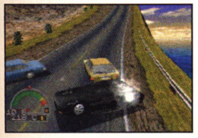
1. **HEXEN - 94%** - The follow-up to Heretic is completely different to Doom, on which Heretic was based. It keeps the great gameplay but adds atmosphere by making the game more of an RPG.
2. **MORTAL KOMBAT 3 - 92%** - Possibly the best conversion yet, as it somehow manages to avoid the slight PS problem of loading times. All the good points of the other versions apply.
3. **FADE TO BLACK - 92%** - The sequel to Flashback has got a similar atmosphere but adds a new dimension to it. The 3D graphics are great and the combination of action and puzzles is brilliant.
4. **DESTRUCTION DERBY - 90%** - An incredible conversion of the PS game which runs easily as fast and with as much dètail. Great fun with a bunch of friends.
5. **COMMAND AND CONQUER - 88%** - The brilliant war strategy game has got loads of people hooked already. Loads to do and loads of destruction.

# ERS GUIDE

***machine is. We're not into all that "which machine is better?" gibberish. Nope, here at CVG we're just into good games. So here we present our recommended top five games for each of the important systems this Christmas. Buying any of these titles is a good move for your machine. And if you're in a dilemma as to which machine you want, just look at the games we recommend and see which one has the titles you want the most. After all, the 'best' machine is only ever going to be the one with the games you like.***

***Hakuna Matata,***
***Paul.***



## 3DO

**Although not competing directly with the Sony and Sega machines, the 3DO has acquired a selection of quality titles all of its very own. A classy machine, with the promise of an amazing future in the form of M2.**

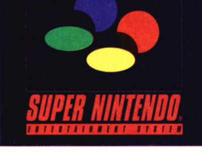
**1. THE NEED FOR SPEED - 94%** - It may be fairly old now but that just means it's slightly cheaper than before. Excellent graphics and sound as well as ultra-fast driving with spectacular crashes.

**2. SPACE HULK - 91%** - A great strategic Doom clone where you must control a whole troop of men. A truly spooky atmosphere and lots of creepy Genestealers makes it one to get.

**3. ROAD RASH 3DO - 91%** - Loads of high-speed violent motorbike action with loads of noisy rock music. Still gets people playing on it a lot of the time.

**4. FIFA SOCCER - 90%** - A brilliant 3D version of the sport. Great graphics combined with the original gameplay and multi-player features mean it's really good.

**5. JOHN MADDEN FOOTBALL- 90%** - As with FIFA, an improved version of the 16-bit games with loads of film and American Football tactics.






## SUPER NES

***It was THE hot machine of the 16-bit era and even now its unique graphical quality and still forthcoming top titles make it a excellent purchase. All the more so because of its now bargain price. And Yoshi's Island is released officially early next year.***

**1. DIDDY'S KONG QUEST - 94%**
*The great playability of the first game is improved with better graphics and more levels. New characters to beat and more to do make it a hit.*

**2. DOOM - 92%** - *It's amazing how good this version is. The only 16-bit machine to get the game and it's an incredible conversion with great graphics and sound.*

**3. KILLER INSTINCT - 92%** - *The graphics and sound are really close to the 64-bit arcade machine but it's in the playability that this wins. All the massive combos to learn means that it'll keep going for a long time.*

**4. MORTAL KOMBAT 3 - 92%**
*A fast and good-looking version of the arcade hit. Lots of characters, secrets, moves, death and blood.*

**5. ISS DELUXE - 91%** - *The best soccer game on the Super NES has been improved. It's an essential buy for fans of fast, fun footy.*






## MEGA DRIVE

***It's the machine that made Sega as huge as they are today and not surprising really. The Mega Drive has a massive selection of incredible classics which are still as brilliant as they ever were. Oh, and it's got Sonic too.***

**MICRO MACHINES '96: 94%**
*MM2 was hailed as the greatest game ever and it was. Whilst MM '96 doesn't build much on the near-perfect formula, it still builds on it. If you haven't got MM2 you HAVE to have this.*

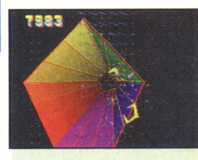
**EARTHWORM JIM 2: 93%**
*Proving that there's still untapped talent in the Megadrive, EJ2 does things you wouldn't believe possible. Simply incredible graphics, super-original playabilty and mutatedly fun-levels make this an essential Mega Drive game.*

**MORTAL KOMBAT 3: 92%**
*It's a closer conversion of the coin-op than the Super NES version and it's brilliant. Spot-on playabilty, tons of moves, loads of characters and bloooood! You'll love it!*

**COMIX ZONE: 90%**
*An highly original scrolling beat 'em up. You play Sketch Turner, a cartoonist trapped in his own comic and fighting his way through its pages. Top beat 'em up action and innovative gameplay. Thoroughly recommended.*

**SONIC 3 AND KNUCKLES: 97%**
*It's over a year old now and you need to buy both Sonic 3 and Sonic and Knuckles to fully enjoy it. That's why it's here at the bottom. But in truth, Sonic 3 and Knuckles is the best platform experience ever. It's what video games were invented for.*




## JAGUAR

***It's the same price as the Megadrive and Super Nintendo, but Atari's console is actually considerably more powerful. The latest titles haven't made the grade, but Jaguar has a fair few choice titles in its back catalogue and the forthcoming update of the coin-op classic, Defender 2000, to look forward to.***

**TEMPEST 2000: 95%**
*It might be quite an old Jaguar title, but Tempest 2000 hasn't aged a bit. Nor will it. Super-stylish vector graphics, incredible sound and reflex-bending gameplay. Almost worth the price of a Jag.*

**DOOM: 90%**
*One of the best console versions of ID's awesome 3D shoot 'em up. Smooth scrolling, textured graphics, over 30 monster-filled levels and brilliant gameplay.*

**RAYMAN: 82%**
*Colourful graphics and challenging, entertaining gameplay make Rayman a game that's more comfortably suited to the Jag than the likes of the Saturn or PlayStation. A fun, cutesy platformer.*

**ALIEN VS PREDATOR: 75%**
*It was the big Jaguar license when it was released, and although it didn't quite live up to expectations, Alien Vs Predator is still a fun blaster. Lacking the action of Doom, but a decent movie atmosphere nonetheless.*

**FEVER PITCH: 74%**
*If you're looking for a footy game for your Jaguar, this is your only choice. Fortunately it's none too bad. Certainly playable, but lacking polished graphics, it's an entertaining game.*

# connected

the wired-up gaming news section

### 3DO sign away the

Following the release of *MK3* on the PlayStation, the Saturn

### rights to their M2

warms up for its own version of *Ultimate MK3*.

### hardware for the sum of

Atari spearhead their entry to the PC CD-ROM market with a

### $100 million.

conversion of the brilliant *Tempest 2000*.

### Sega bring their hottest

EA prepare to scare young PlayStation owners the world

### titles to the PC CD-ROM.

over as *John Madden* lopes his way onto their machine. Rargh!

### And in another game-

An all-new version of *Tekken 2* surfaces in the arcades.

### swapping drama,

*Thunderhawk 2* wings its way onto the PlayStation.

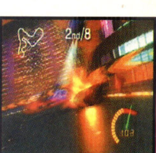
### Psygnosis bring their

At last we reveal *Street Fighter Alpha* on the Saturn.

### PS games to Saturn!

And CVG (that's us folks) get an all-new games room.

# 3DO SELL RI M2!




**Only half a year after 3DO announced their all-new M2 hardware, they sign away the rights in a multi-million pound deal. What's going on?**

Possibly the most incredible piece of news in the console industry this month, is word that the 3DO Company have signed a deal, handing over the exclusive rights to their all-new 64-bit gaming technology to Matsushita Electrical Industries. The deal, worth an estimated $100 million, means that 3DO no longer control the fate of their forthcoming CD-based M2 system.

Announced at a press conference in May, the M2 hardware is promised to be the most impressive piece of home gaming hardware so far seen, with claims that it "beats expensive graphics workstations and outpaces popular coin-op arcade systems." In fact, 3DO have even claimed that, from a technical point of view, it excedes the power of Nintendo's long-awaited Nintendo (Ultra) 64 system, just launched at Shoshinkai show in Japan at the end of November.

Under the new deal, Matsushita not only have the complete rights to produce the gaming hardware, but also the sublicense rights to allow other hardware and software companies to use M2 technology. And in fact, Matsushita is already in discussions with potential partner companies, to expand the number of M2 developers over the next two years.

In all actuality, the new deal should change very little about the M2's future strategy, and if anything help it. Matsushita are the parent company of Panasonic, whose FZ-1 machine is responsible for most of 3DO's M1 sales. So they already know the market well, and have worked closely with 3DO for many years now. On the software front, Studio 3DO are still working on upcoming titles for the system. In fact, the deal actually frees 3DO up to concentrate more on their software interests and future hardware development, rather than worrying about marketing their products. On the plus front too, Masushita's presence as one of Japan's leading electronics manufacturers means they may well be able to influence more top Japanese software developers into working with them. Being an American company, the Japanese console market has always been a tough arena for 3DO to infiltrate.

With Studio 3DO currently working on a range of M2 titles to coincide with the machine's launch during the second quarter of 1996, we hope to bring you pictures of these games, and further M2 news, within the next two months.

# THE INCREDIBLE M2

Combining 10 custom graphics, sound and I/O processors, with an IBM PowerPC 602 microprocessor, the M2 is said to be a phenomenal gaming machine, with unparalleled 3D performance. In fact, just talking figures, the machine is supposedly capable of processing more than a million polygons a second (as compared to the Saturn's 500,000), with a range of light-sourcing, texturing, filtering (softening pixelation to create realistic images) and mip-mapping (maintaining a non-blocky image even when zoomed in) techniques that exceed anything produced by the current 'super-consoles'.

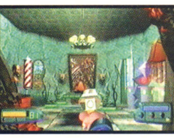
What's more, it can produce 'transparent' polygons, making it easier to produce realistic natural scenery. For instance, instead of using a number of polygons to produce the shape of a leaf, only one need be used, with the areas around the contour of the leaf made invisible.

Paricularly impressive is the M2's Z-buffer. When calculating real-time 3D graphics, the Z-buffer detects which objects need not be rendered because they are behind other objects. In other machines, Z-buffering is done in the software; M2 has it built into the hardware freeing up processor power for other tasks.

Moreoever, 3DO intend on winning software developers over with the machine's incredibly user-friendly operating system. With a vast range of programming tools, it's hoped that new software developers will be able to produce M2 titles faster and more easily than when developing for other consoles.

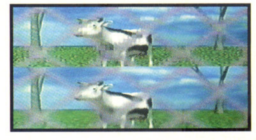


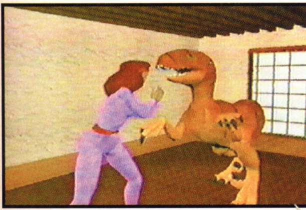


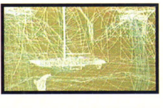




# GHTS TO











# TEMPEST 2000 ON PC

Still the greatest Jaguar game and one of the best console games around (as far as Tom G and Paul are concerned), *Tempest 2000* is set for an all-new lease of life, thanks to Atari's new line-up of PC CD ROM titles. Atari are bringing all their best Jaguar titles to the PC CD and Jeff Minter's psychedelic vector graphic blaster is the first to see release. We've had a short playtest of the game and looks like a more than reasonable conversion. In fact, the high-energy techno tracks that accompanied the original (amazingly impressive considering they were on cartridge) have been remixed as tracks on the PC CD version. Far preferable to the MIDI versions of the music. *Tempest 2000* is already available for the PC-CD ROM. As well as this, Atari are releasing *Highlander* which is licensed from the animated TV series and *Attack of the Mutant Penguins* (the Jaguar version of which is reviewed on page 39).



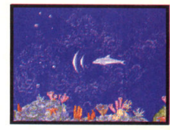








# SEGA PC







Some of Sega's biggest games are set for release on PC CD-ROM before the end of the year!

The new 'Diamond Edge 3D Multimedia Accelerator' board is what gives the PC power to play enhanced versions of already stunning Saturn games. The Diamond Edge has fantastic texture-mapped polygon handling capabilities as well as all manner of custom effects, including transparency and fog. As well as fab graphics, the Diamond Edge has excellent sound abilities and built-in game ports. The first release to use this is the fantastic *VIRTUA FIGHTER REMIX*, which is probably going to be the game included with the Diamond Edge when it is released. The game runs with Saturn joypads which plug into the Diamond Edge and, after playing it, we can tell you that it is amazing! Like all of the Sega PC games,*VF Remix* runs in Windows '95 and the graphics are as detailed as the Saturn version. Though the game isn't finished yet, there is an option to turn light-sourcing on – something not in the Saturn version. *PANZER DRAGOON* is also to be releasd on this hardware and from the early demo we've played, it's going to be brilliant as well.








There are some Mega Drive and Mega-CD games to be released too which don't require the Diamond Edge. *ECCO THE DOLPHIN* is identical to the MD dolphin simulator (?) but it plays slightly faster. The game can also be controlled with the mouse, which works really well.

The very original comic-based beat-'em-up, *COMIX ZONE*, looks and plays the same as the MD version, though it has got many of the speech effects which were left out of the original.

The Top Gun-style FMV jet fighter game, *TOMCAT ALLEY*, is the same as the Mega-CD original but with enhanced video sequences. This is quite a surprise as it doesn't use any MPEG add-ons at all. Also, using a mouse to select waypoints and weapons is far better than a joypad.

The massively under-rated *SONIC CD* is also coming out, which should be incredible on a fast machine! Seeing as all of these games are being developed in the USA, the music will be the American versions instead of the Japanese 'Toot Toot Sonic Warrior'. Which means they'll be awful.

And the rumour in the PC press is that one of the future titles to use the Diamond Edge will be *SEGA RALLY!* If it's true we should see it by the end of 1996.

Though the whole Sega PC thing is a great idea, the Diamond Edge board will cost almost as much as a Saturn and you'll need a PC as well. It's a great idea for existing rich PC owners but everyone else would be better off with a £299 Saturn.





## CVG JOIN FORCES WITH DOLBY!



With a new team on the magazine, we've cleared out the old CVG games room and enlisted the help of Dolby Industries to kit us out with a brilliant AV system. So you can be sure when we review each month's titles, we've given them the proper environment to really show us what they can (or can't) do. The engineers from Dolby have already been around to measure up the room for the five-speaker surround sound system, so hopefully it'll all be up and running real soon. Until then, here's a picture of our empty games room. Wait until you see it next month!

# IT'S TRUE — WIPEOUT IS COMING TO SATURN!

Yep, one of the hottest pieces of news at the moment is that *Wipeout* is coming to Sega Saturn. Incredible as it may sound, it seems Psygnosis/ SIE intend on releasing all their PlayStation titles onto the Saturn, with only a few months separating the release of the two console versions. *Wipeout* is the first title they've got lined up and those that have seen it claim it's just as good as the PlayStation version. Obviously the Saturn version won't have the Orbital, Leftfield and Chemical Brother tracks (licensed as they were from Sony Music), however apart from that, we could well be looking at a spot-on conversion. Other titles already mentioned are *Demolition Derby, Lemmings 3D, Discworld*, and *Krazy Ivan*. Naturally this looks to be a big blow for the PlayStation, as one of its biggest advantages were the Psygnosis titles. That is, unless the Saturn versions turn out to be crap...




# SATURN MK3 IS ULTIMATE

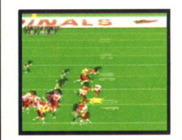




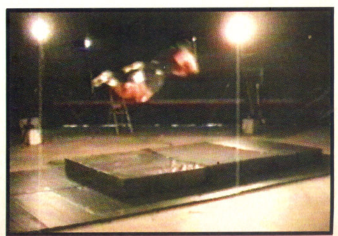
Well, PlayStation *Mortal Kombat 3* finally hit the shelves on Friday 24th of November, two months later than promised. However, this two-month delay has seriously affected the potency of Sony's exclusive deal of having the only 32-bit console version of the game this year. All the more so, because GT Interactive have announced that the Saturn version of the game is going to be a conversion of the all-new *Ultimate MK3* coin-op. Featuring at least seven more characters, new backdrops, tons of new moves for all the characters and a 16-player tournament feature, it's a considerable upgrade from original *MK3*. And the extra time before the Saturn version's release has given the developers a chance to add all these new features. The game should be exactly the same as the brilliant arcade version which we've featured on page 80. Set for an April release, we hope to print the first pictures of it real soon.

# JOHN MADDEN SQUEEZES ONTO PLAYSTATION!

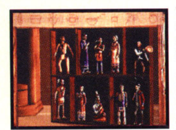
**The 16-bit EA Sports games have been going for what seems like ages now and, not long after the new versions have been released, the 1996 32-bit John Madden NFL game is now revealed. From these PlayStation screenshots it's looking great and if it's as good to play as PGA and FIFA, EA could well start their sports game phenomenon rolling all over again.**







# VIACOM COME VIA PC



Viacom are moving into the now very popular PC CD-ROM market with a big selection of good-looking games.

### Beavis and Butthead Virtual Stupidity.

The PC version of *Beavis and Butthead* is a completely different to any of the other versions. This one follows the MTV series much closer, even featuring real music videos with B+B nattering over them. There are loads of characters from the TV show, like Principal McVicker and Mr Buzzcut. The game is out now and no doubt morons of all ages will love it.

### MTV Unplugged

Coming to your PC monitor in February 1996 is *MTV Unplugged*, an interactive version of the popular TV series. In a similar way to the Mega-CD's *'Make My Video'* games, you can now create your own Unplugged videos using previously unseen footage of top bands, including Sting, REM, Aerosmith, Elton John, Joe Satriani, Eric Clapton and Rod Stewart.

### Deep Space Nine Harbinger

*DS9* is going to be released in the first quarter of 1996 to masses of obsessive Trekkies. In the PC CD-ROM game you play as a Tirrion delegate for a Federation Delegation in the Gamma Quadrant. The game is played as a puzzle adventure where you must talk to characters from the TV series to try and prevent an agressive alien race from destroying the Space Station DS9.

### Congo The Movie: Descent into Zinj

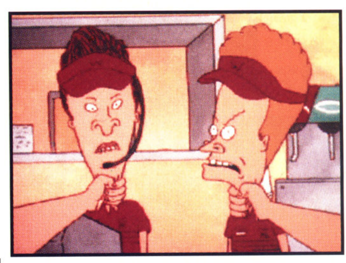
The game of *Congo The Movie* should be available on PC CD-ROM now. The 3D cinematic graphics look great and the prospect of running around a jungle, shooting big chimps sounds good to us.

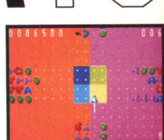
### Zoop

The controversial 16-bit puzzle game (some people love it, others hate it) looks like it could take over the world with forthcoming releases on just about every format. Look for them at the start of 1996.

### The Indian In The Cupboard

Though it sounds mad, it's based on an upcoming Paramount Pictures' Movie. The graphics look really nice and we're looking forward to finding more out about it.

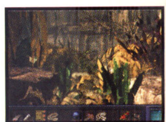




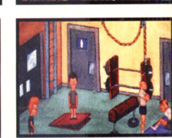












# PLAYSTATION GETS ITS CHOPPER OUT!

Having just reviewed the Saturn version of Core Design's action-packed helicopter shoot 'em up (on page 52), we can now turn our eyes to the forthcomong PlayStation version of *Thunderhawk 2*. From what we've seen of the game, it looks exactly the same as the Saturn version. However, hopefully Core will add some enhancements to this version of an already fantastic game, perhaps touching up on the clipping and (here we can hope) reintroducing some of the old Mega-CD missions that were missed out. More next month. Maybe even a preview.











## If PlayStation's Your Vessel...




Earth invasion! Earth invasion! Annihilation is imminent! Deploy Jupiter Strike... Survival of the human race boils down to you! You're in the cockpit for the most realistic 3-D intergalactic war of all time! Through blackest space, raging asteroid belts with deadly robotic colonies and vast armadas of alien warships, mankind's only hope for survival is...Jupiter Strike!








# NOW YOU'RE REALLY IN DEEP S#?T!



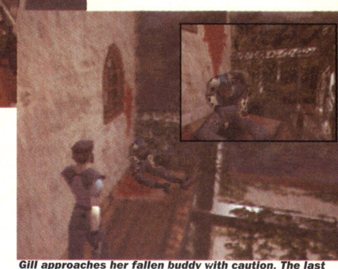

This is more than intergalactic warfare. This is the future of mankind! They come from the bowels of a million hostile planets. Buggin' turbocharged enemy warships! Big ones! And they want you...dead! This is high density combat of galactic proportions! Your only hope...lock-on lasers, explosive tracking missiles, lightning-quick reflexes and a soft spot for the human race!



Acclaim entertainment inc.

# connected

# RESIDENT EVIL



Gill approaches her fallen buddy with caution. The last thing she wants is to end up like him!

**PICTORIAL UPDATE ON CAPCOM'S ACTION ADVENTURE**

**Last month we revealed first screen-shots of Capcom's spectacular adventure game for the PlayStation. A fully interactive, real-time Zombie flick of sorts, created using super high-res CG effects. This month we've played an interactive demo, from which we are able to describe more about the plot, and its heroes – including exclusive information about the central characters' side-kicks and their personality traits.**



*Aim to blast the feathers of these crows, before they peck out his (or her) eyes. See those feathers fly!*

## PROLOGUE

Just to recap on last month's news story: STARS (Special Tactics and Rescue Service) are a crack police unit, sent to an obscure American town on a murder investigation. STARS are split into two teams – A, and B. From their temporary office in Raccoon City, Team B are transported by helicopter to woodland territory, so they may ferret out the culprit. They don't return. When Team A, the heroes of the story, follow to find what happened, they are chased from the helicopter wreckage by wild dogs to an old, dishevelled mansion...

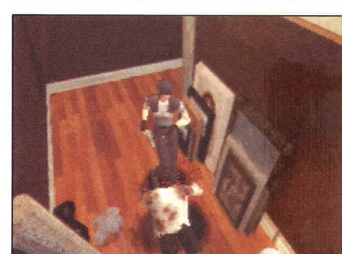


## QUALITY SECONDS

The story begins with all four team members standing in the entrance hall. From here the story unfolds according to the character chosen, though initial tasks are similar. Though the game is played using one character – Chris Redfield, or Gill Valentine – there are important side-kicks who lend a hand at crucial points. For example Gill is saved from being crushed from a room's descending ceiling by her accomplice, Barry Burton. For some reason, in the version we played, Chris isn't so lucky. Consequently Gill is able to proceed with a shot-gun, the holder of which triggers the ceiling. Chris has to make do with his Automatic, obviously his back-up, Rebecca Chambers, just wasn't around to help at the right time.

## ARMOUR GETTIN'

In the version we played, most of the scenery is static – you can't do anything with it. Only the doors are interactive at first, opening to the touch, unless they're locked. Two weapons – a hefty revolver, and pump action shotgun – are also collectible. But paintings, books, windows, and so on don't offer any clues in the way most adventure games would. The emphasis is on action; the kind which your mother most definitely will hate...!



*See this guy on the floor, he bites at peoples' ankles. Only way to stop him is by kicking his rotten head off!*

## EAT YOUR GUEST

Here's your first proper introduction to the main characters of Resident Evil.

### GILL VALENTINE

An explosives expert. Gill's family background is half French, half Japanese which doesn't explain a thing really, except maybe we're all supposed to fancy her. Joined STARS because she cannot abide trouble makers. Her zest for life makes here a strong but, ultimately, cute character to work with.

### CHRIS REDFIELD

Hails from New York city. He joined the airforce, only to leave after three years to join STARS. Chris was deployed to Raccoon, along with Barry, to sort out the city's problems. His strengths include the ability to act quickly on the decisions formed from his perceptive nature.



### BARRY BURTON (SIDEKICK)



Perhaps the most intelligent of the bunch, and a strong disciplinarian. Barry is a Fireman, who lives for his work but his heart with with his family. He wears a locket around his neck, in which there is a picture of his wife and two daughters.

### REBECCA CHAMBERS (B TEAM)



Beccy is an 18 year old Medic, who's a recent recruit to the team. Showed a natural aptitude for chemistry at school – which is why she passed with flying colours. In all though Rebecca is a very down to earth personality. This is her first case, so she is very excited by the whole thing. Don't get her killed!





*Gill gets it in the neck from this Zombie. Blood spurts everywhere – three more like this and she's had it!*



*We tried to have Gill take a leap from this balcony, but she just wouldn't do it!*



*This amazing-looking room has no terrifying secrets. But you have to appreciate the graphic quality.*

## TO BLEED OR NOT TO BLEED

Resident Evil (aka Biohazard in Japan) is the first gore movie for the PlayStation. Virgin probably won't thank us for pointing this out, as they're currently defending the games' blood content. Truth is it's no worse than any of the Doom games, but the drama is more intense, making any graphic death all the more shocking. Still, this is what ratings are for, and the game would suffer without it. Some examples, if you have the stomach for it…



*This giant tarantula is wasted by shooting It's legs off. The back explodes to reveal babies which scuttle about the room.*

## BEAUTY WITHIN

Obviously, coming from Capcom, Resident Evil is an achievement for all the right reasons. Meaning it plays exceptionally well. Moving around couldn't be simpler, using forward or back on the cross-key to advance or retreat, and left or right to turn around. R1 button draws your weapon, and the square fires. Simple. Even the inventory screen, where reserve weapons and reference maps are located, is easy to make sense out of. We cannot wait until the finished version arrives, whereupon CVG readers can expect to read a literally MIND BLOWING review!

# STREET FIGHTER ALPHA: SATURN SHOTS!

Last month's massive news story on Playstation *Street Fighter Alpha* probably set your pulse racing. Unless of course you're a Saturn owner. Well never fear, because as you probably know, Capcom's red-hot fighting game is coming to the Saturn too and finally we've got screen-shots of it. From the look of things, the game is set to be identical to the coin-op. And, if the playable Saturn demo of *Capcom's X-Men: Children Of The Atom* is anything to go by, we're sure this game will look, play and sound simply incredible. Hopefully, we'll be able to give you a full preview next month, to coincide with our review of Saturn *X-Men* and Playstation *Darkstalkers*. Hot stuff!





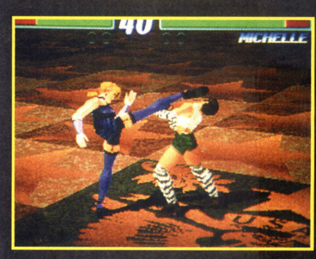




# TEKKEN 2: VERSION B

Regular arcade goers may have noticed something slightly different about their beloved *Tekken 2* coin-op – 'Ver. B' written on the title screen. Yes, there's a new version of *Tekken 2* just released into the arcades. It now features 14 characters on the select screen, meaning that the previously hidden characters, like Bruce, don't require cheats. There are other new features which will hopefully make it into the upcoming PlayStation version and we'll be covering them soon.



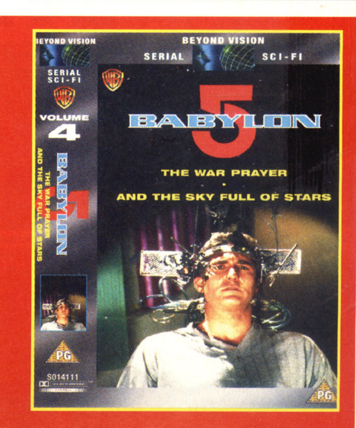




# WIN BABYLON 5 VIDEOS!

Warner Home Video have given us one complete set of their Babylon 5 videos for you to win. Part of their "Beyond Vision" Serial Sci-Fi range, this is the complete collection of Volumes 1-7 (retail price £10.99 each) and the feature length pilot (retailing at £9.99). What's more, this is the first time volumes 4-7 have been available in the UK. Excited? Well, don't get too carried away because you've have to answer this question first.

**Babylon 5's security chief is named after a particular brand of biscuit. Which one? Is it –**
**A. Garibaldis**
**B. Hob Nobs**
**C. Jammy Dodgers**

Send your answers to "I can't believe he's called Garibaldi, hahaha! CVG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. And the first entry we get wins the vids.



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You can tilt too. In fact with the Mitsubishi small screen TV, there's not a lot you can't do.

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MITSUBISHI ELECTRIC UK LIMITED. TELEPHONE 0345 697 279. FOR FULL DETAILS OF PROMOTION SEE IN STORE.

# SEGA

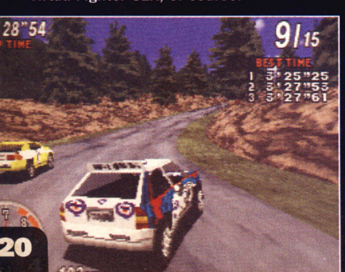
**You probably bought a Saturn just to play this game. If you didn't, you probably will.**

Playing *Sega Rally* in the arcade is an unforgettable experience. Specifically in the dedicated, sit-down examples found in the bigger sites. The super-sharp CG visuals, awesome sound generated from all sides (including below), and incredible realism created by the friction on the steering make this possible. Since May this year, *Rally* has made even the most recent competition pale in comparison. Sega's AM3 are the self-proclaimed "pride of Sega R&D", thinking of themselves as professional planners and directors in the style of Hollywood film-makers, as opposed to just a bunch of programmers. Their challenge when working on *Sega Rally* was to capture the realism of a World Championship rally. This meant the presentation of a suped-up road vehicle, tearing through natural surroundings, using graphical techniques more commonly associated with clean buildings, slick road surfaces, and similarly-styled cars. According to AM3, even the mighty *Daytona USA* only uses 50% of the arcade Model 2 board's capabilities. To achieve what they wanted for *Rally*, the 13-man team pushed Model 2 to the limit.

In January this incredible game is coming to Saturn – complete. With extras. How is this so? You need only read this special feature to find out.

## THE CONVERSION TEAM

With the arcade version complete, AM3 were expected to apply their expertise to a Saturn equivalent. What eventually happened is that only the Producer, Mr Tetsuya Mizuguchi, got involved, leaving the Director's job to Mr Hattori, of Sega's CS (Consumer Software) division. Key AM3 designer Mr Sasaki, and programmer Yamamoto have also supervised the project. Aside from freeing AM3 to work on their *Manx TT* coin-op, Mr Mizuguchi had an equally good reason for letting the CS team handle the job – they know more about how games are played at home, as Mega Drive *Virtua Racing*, and *Virtua Racing Deluxe* for 32X prove. Not forgetting *Virtua Fighter* 32X, of course.










## AHEAD ON MAPS

An obvious cause for concern is how the fidelity of the Saturn version compares to the arcade. Obviously the Model 2 technology is superior to Saturn's, so the CS team had to recreate everything from scratch. They found a number of ways around the problem. For example the arcade board only displays one colour per polygon, whereas Saturn achieves up to 16 from a palette of 32 000. This allowed them to 'cheat' in order to come close to the game in looks. To recreate the amazing sound of the arcade, CS remixed all the music and effects in 'Q Sound'. This isn't true surround sound, but certainly gives the impression of spaciousness. To appreciate how close they have come to matching the game 'feel', read on...




▲ Cool special effects from the coin-op.




▲ Sega sponsored the Toyota team at this year's Safari Rally, and had their logo emblazoned on Mr Fujimoto's car bonnet.







## IN THE DRIVING SEAT

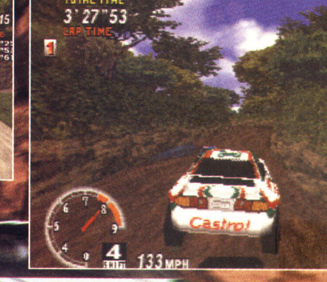
*Rally* is a kind of celebration for AM3, and especially Mr Mizuguchi, as he is down on record as being a "super-car fan". Evidence of this would be that Mr Mizuguchi took the conversion team to meet with Fujimoto at the Asia Pacific Rally in Indonesia. While they were there, Mr Fujimoto agreed to supervise planning of the Saturn production. Prior to this, Toyota and the C-ONE corporation teams assisted AM3 by letting them test drive their cars several times. This research was also applied to the Saturn version.

# RALLY





















▲ *Lakeside – the fourth, gruelling stage where power-sliding must be second nature so that you may win.*

## WHAT'S MISSING

Surprisingly there are just two features missing from the home version of *Rally*. Obviously the traction felt through the steering wheel is impossible – unless Sega plan to release a modified Arcade Racer (which they don't). The other omission relates to the rear view mirror. The reason this had to go is mainly because it utilises an awful lot of dedicated course data, which would have affected the overall content of the game. Besides, the only real use for the mirror is when cutting across the opposition in multi-player games. When taking the challenge alone, the corners ahead are of more importance to what's behind. If you can't handle those well, you've pretty much lost the race anyway!

# MORE THAN JUST AN ARCADE CONVERSION

Beyond the terrific conversion of the original machine, Saturn owners are rewarded with FOUR new options, exclusive for home use. They're extensive to say the least, and certainly contribute to the game's lasting appeal. More detail next month, meanwhile here's a brief resumé:

## TIME ATTACK

***Select a course and aim to finish with the fastest course time. Drivers choose to race three or five laps. Alternatively there's a Free Run option, where you just keep going until your hands drop off! Most significant here is the Ghost Mode, where a spectral pace car races alongside as a perfect replica of your last performance.***



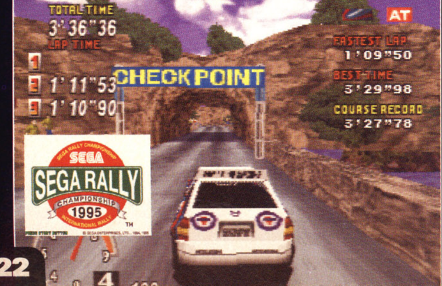

*The car up ahead is the ghost car. It flickers, so as to become partially invisible.*










## TWO-PLAYER BATTLE

***Skeptical though we were, Two-Player Battle mode is great fun! The split-screen action is slightly more forgiving than the one-player game, otherwise it might have proved frustrating due to the restricted view. There are custom features specific to Battle mode, which include a welcome Slow Car Boost to ensure that players are kept constantly on each other's tail. Plus Delayed Start, for cocky drivers.***




*All that is missing from the two-player circuits are the spectators, or 'gallery'. Otherwise the layouts are exactly the same, and run just as smoothly. It's brilliant to see. Better to play – of course.*

*What is the secret car? Find out next month in our review, where we compare the final British code to the Japanese and American NTSC versions. Sega Europe are confident that it will be full screen, and full speed. We can't wait to find out...*



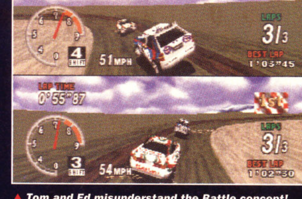

## HOMOLOGATION 'EXTRA' SPECIAL ALERT

A fantastic surprise is in store for players skilled enough to complete all four rally circuits in Championship mode. AN EXTRA CAR! To keep you in suspense for one month, we won't reveal exactly what it is yet. However we cannot resist telling you that this car reaches speeds in excess of 150 mph. It's unbelievable! And what's more it looks bloomin' FANTASTIC! Some clues:

1. *Has extremely thin, almost transparent door panels.*
2. *It's Italian manufactured.*
3. *The road version was designed by Bertone, and only made in significant numbers so that it could be rallied.*




▲ Player One has chosen his custom car to race here.



▲ Tom and Ed misunderstand the Battle concept!



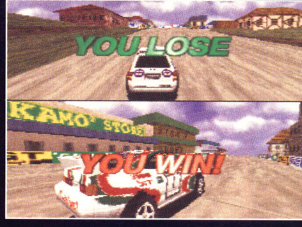
▲ The Lancia Delta Integrale, as it appears in real life.



▲ This could be Mr Fujimoto inside his Toyota Celica. Hard to tell...



▲ Play in either view during a two-player battle.

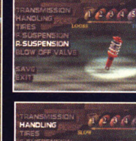


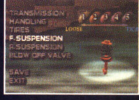

▲ The most self-explanatory screen-shot, ever.

## CAR SETTINGS

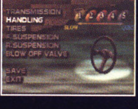
This machine setting mode is another feature to have been supervised by Mr Fujimoto. Here players can customise the performance of either the Lancia or Toyota, by choosing the type suspension, handling, tires, transmission, and the sensitivity of the car's blow-off valve (to do with acceleration). The custom car is then saved for use in either Time Attack, or Two-Player Battle mode.









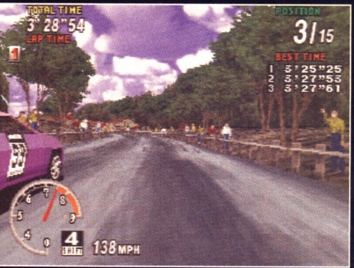


## RECORDS

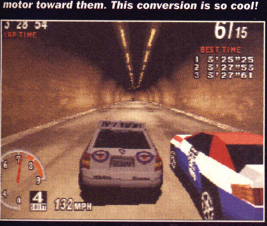
A particular favourite of Ed's, as it allows him to sit comparing statistics for hours on end – pointing out how one car seems always to do well in one particular circuit while not in others, and depending on who was driving it at the time, whether it was manual or automatic gears..., and so on. You get the idea. Basically all your achievements are recorded for posterity, in amazing detail, by the Saturn's battery backed memory.



▲ Yes, the birds fly from the track as you motor toward them. This conversion is so cool!





▲ Strange how the light-sourcing only affects the player's car though, eh! Should be resolved.





# VIRTUA F

CVG GOLD

- SATURN
- FIGHTING GAME
- SEGA
- £49.99
- OUT JAN '96
- 1-2 PLAYERS
- NO OTHER VERSIONS PLANNED
- ARCADE VERSION AVAILABLE

**It's the greatest arcade game ever made. And now it's the greatest console game ever made. It's as simple as that.**

When *Tekken* was released on the Playstation in Japan at the beginning of the year, it looked to be a hard blow for Sega. Their all-new 32-bit Saturn console had sold solely on the back of its arcade-perfect conversion of *Virtua Fighter*, and now here was a game that looked (and some would say played) better than their flagship title. Sega however, had one simple reply to this challenge. Fly posters appeared all over Japan with a single sentence on them. *"Virtua Fighter 2* coming Christmas 1995"

Well, Sega have kept their promise. Christmas is nearly here and *VF2* is ready to ship in the weeks that follow. And just to give you the smallest inkling of how eagerly awaited *VF2* is in Japan, pre-orders for the title are equal to the number of Saturn owners in the country – a figure in the vicinity of one and a half million. Yep, this game is going to be big in Japan. What makes *Virtua Fighter 2* such a monumental success, is the way it works on so many levels. For the expert gamer there's a level of fighting depth untouched by any other beat 'em up. Around 2000 moves (as opposed to original *VF's* 700) provide the basis for combination fighting of truly epic proportions. Multiple punch-kick-knee-elbow-shoulder-backside combos, trips, stomps, drop attacks, throws, throw-counters, block-breakers and evasion moves make it the most extensive fighting experience around. However, the game is also amazingly easy to get into. As with the original *Virtua Fighter*, *VF2* only uses three attack buttons – Guard, Punch and Kick. As Yu Suzuki, head of Sega's R&D Dept AM2, put it during the development of the original *VF* coin-op, "We are in the process of producing an amazing game which even a five-year old would be able to enjoy." And for all the advances made to the gameplay, *VF2* still adheres to this concept. The control system is ingeniously designed, allowing even beginners to unleash flurries of punches and kicks through simple taps of the buttons.

Even to the non-gamesplayer *VF2* is enjoyable – just to watch. The

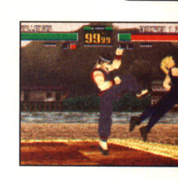
**"pre-orders for the title are equal to the number of Saturn owners in Japan"**

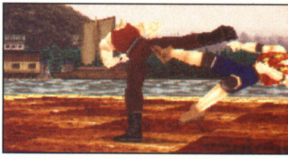







# IGHTER 2





▲ Lion gets a good kicking from old pro, Jacky.

arcade machine, using Sega's state-of-the-art Model 2 board, features the most amazing graphics seen in ANY video game. Super-realistic, super-fluid character movement and incredible 3D backdrops, all viewed from swooping, panning camera angles, make it as incredible to watch as any real-life martial arts spectacular. So now it arrives on the Saturn and all those people who doubted the Saturn could handle such a monumental conversion (ourselves included) are about to be stunned. All 2000 moves, all the incredible character animation, all the gameplay – its here. On a Saturn CD.

**"Around 2000 moves provide the basis for combination fighting of truly epic proportions."**

▼The superb arcade attract sequence is fully recreated, twice, with the fighters in both their costumes.



▲ Lau on the receiving end of two new attacks.

## LAU CHAN

Lau possessed some deadly floating combos in VF1, and these are again his strength. An excellent range of punch/ kick combinations allows him to send opponents out of the ring without their feet touching the floor.





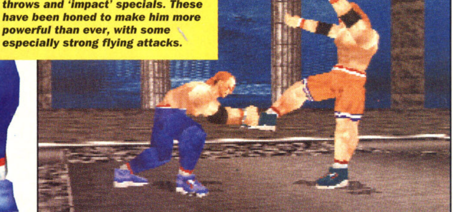

▲ The super hi-res visuals are really shown off to full effect on Lau's embroidered jacket.





▲ Lau's classic stomp attack is ever present.






## WOLF HAWKFIELD

Wolf's strengths always lay in his throws and 'impact' specials. These have been honed to make him more powerful than ever, with some especially strong flying attacks.

▲ Wolf thumps his twin for stupidly wearing orange and being ginger.

## VIRTUA FEATURES 2: COUNTERING A THROW

A new strategy in VF2 is the ability to break from throws. Should an opponent grab you using an AB throw, simply hit A and B at the same time. Not only does this free you from their grip, but it leaves the other fighter open to attack.





## STOMP ON 'EM!

Both Pai and Akira were able to perform a close range attack on a prone opponent in VF1. Now all the characters can do it. Perfect for humiliating another player.



## LOOK INTO MY EYE!

One excellent touch of VF2 is the way each fighter keeps their eyes trained on their opponent, even twisting their heads to watch them. The division of AM2 responsible for this feature also included the hair and finger movements of the characters.







## VIRTUA FEATURES 2: WATCH MODE

We said VF2 was enjoyable even if you just watched it. Obviously AM2 agree with us, because they've included a mode that allows you to watch the computer playing a whole game from beginning to end.

## EXPERT MODE

Available as a hidden option in the arcades (press down twice, up twice, left twice, right twice on the character select screen to activate it) this comes as standard in Saturn VF2. Not only does it make the game tougher, but if the word USE appears below your opponents's energy bar, the computer has used a combo it learnt off you!



## AKIRA YUKI

The Hakkyoku-Ken Kung-Fu Master has been upgraded considerably from the powerful, but disjointed fighter he was in VF1, to become possibly the top fighter of VF2. With more 'impact' special moves and some incredible counter-attacks, Akira can prove virtually invulnerable in the right hands.

## JACKY BRYANT

The most popular fighter of VF1, Jacky had an excellent all-round selection of moves. Which explains why he has few new moves to his repetoire – a new arm swipe and 6-hit lightning kick are among the most impressive.



▲ An 'impact' shoulder-butt sends Pai perilously close to a Ring Out!

▲ One of Akira's excellent counter moves is the 'surprise 'exchange' which sends his opponent sprawling.



▲ Sarah's rear body-suplex still does the job nicely.







## VIRTUA FEATURES 2: TEAM BATTLE

This is one of the best features of Saturn VF2. Two players can select a team of five fighters and pit them against each other, one-after-one, in a winner stays on scenario.




## VERSION 2.1

Recently released into Japanese arcades is Virtua Fighter 2.1. This updated version includes tweaks to the gameplay, new costume colours and the option to control Dural. What's more, it's in Saturn VF2!








## SARAH BRYANT

In the right hands, Sarah was one of VF1's deadliest fighters and now she's even more lethal. Faster than ever, she can string even more floating moves into her deadly array of combos.

## JEFFRY MCWILD

Seemingly slow and useless to the inept player, experts of VF1 soon discovered Jeffry was actually a fast and powerful fighter. His mastery of Pancratium (the ancient Roman fighting art, folks) now includes some hefty and humorous headbutts and butt-butts.

## KAGE MARU

*Kage's acrobatic moves made him one of the most unusual and visually impressive characters in VF1. However, once expert opponents sussed him out he was fairly easy to defeat. Not anymore though, thanks to a wider range of multiple height and direction attacks.*




## PAI CHAN

*Although Pai is a fast punch/ kick combo fighter, her strength has always lay in her ability to use an opponent's attacks against them. This skill has been improved in VF2, allowing her to perform some stunning counter-attacks.*

## VIRTUA FEATURES 2: THE VICTORY POSE

*You can select from three different victory poses when you win a round, each one accompanied by a different taunt. What's more, beat an opponent in under ten seconds and you get a 'maniac' victory pose.*




## REMIXED TUNES!

*Saturn Virtua Fighter featured new arranged versions of the coin-op tunes. With VF2, B-Univ (the AM2 music division) have included both the original arcade music and all-new remixed versions. We actually prefer the remixed 'real instrument' versions.*

## DISTANCE VISION

With Saturn *VF2* featuring all the character detail, supersmooth animation and speed of the coin-op, something had to give; and in this case it's the backdrops. The arcade version of *VF2* featured highly-detailed 3D surroundings, something the Saturn just couldn't handle without affecting the speed – and thus the gameplay – of the conversion. As such, the backdrops are made from multiple 2D layers of scenery which move in parallax to simulate a 3D effect. The result is satisfactory enough, but unfortunately it means foreground details such as Wolf's cage and Shun's bridge are gone. A shame, but a reasonable price to pay.

*▲ Pai's Great Wall backdrop from the coin-op. It's just too detailed for the Saturn to handle.*




*▲ Lion's deadly frontal piggyback attack. It's cool to watch too.*





## LION RAFALE

*Lion's Preying Mantis kung-fu style is quite a departure from the usual VF formula. His low posture makes him very difficult to attack using high moves, and crouching only makes an opponent vulnerable to his many low jabs and high kicks. Extremely fast with some deadly sweeping combos, his only weakness is his weakness – it only takes a few connecting blows to defeat him!*

## SHUN DI

***He's 83 years old and he likes his Saki. A good thing then, that Shun is a master of Drunk Kung-Fu. His unorthodox staggering nature makes him very unpredictable as an opponent. To control though, he's brilliant fun with a range of incredible acrobatic kicks and rolling punches. Best of all though, some moves actually cause him to drink from his hip flask. This not only reddens his face, but also unlocks specatcular new attacks. He can drink from his flask up to 14 times each round, increasing his attack strength by 1.4 times.***

**In *VF1* the fighters could be grouped into pairs. The Bryants and Chans both had similar moves, Jeffry and Wolf were throw specialists and Akira and Kage had vastly opposing styles; Akira possessing no acrobatic moves and Kage relying almost purely on his aerial moves. Likewise, the two additions to VF2 are an opposing pair, one being the youngest character in the game and the other being the oldest.**

▲ ***Shun has to be the most incredible video character to watch – ever. Even when he's just standing still!***

## VERDICT

### SATURN

Ever since the Saturn was launched in Japan over a year ago, *VF2* has been the game I've been waiting for. I must confess, I had my doubts AM2 could do it, but the conversion is simply staggering. Every move, every frame of character animation, the detail of the fighters, it's all just perfect. And you will not believe how fast and fluid the gameplay is. It makes *Virtua Fighter* (which till this day was my favourite game) look like a shuffling, inadequate antique. If you're a fan of the arcade game you know what to expect, because it moves and plays EXACTLY the same. If you haven't, I promise you, *VF2* is the most awesome fighting game you could hope to play. There will be people who'll want to pick holes in the game and no doubt they'll mention the backdrops. Well, yes they are inferior to the coin-op – quite considerably, but honestly, you just don't notice them when you play the game. *VF2* might not be as close a conversion as Virtua Cop or Rally, but as far as I'm concerned it's the most incredible conversion I've ever seen. The best game ever.

**TOM GUISE**

## SECOND OPINION

### SATURN

My main reason for buying myself a Saturn when it was released was the forthcoming *VF2*. The first Saturn releases really had me worried as to whether a decent conversion was possible but thankfully, my prayers have been answered. Though the background graphics may seem disappointing when watching someone else play, pick up the pad and anyone will find that it's the best game ever. The speed, the depth, the character movement, EVERYTHING just goes to make for a totally awesome experience.Tom's right, it's the best game ever. THE BEST GAME EVER, YOU HEAR! Fact.

**ED LOMAS**

## THIRD OPINION

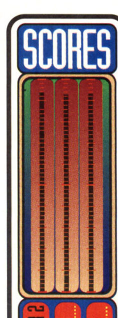
### SATURN

No matter which way you look at it, *VF2* is an all-time classic game. My head's just buzzing with the thought of it. Here is one of those rare games to get the balance of graphical achievement, immediate appeal, and long-term reward just right. I can't fault it. That the whole polygon fighter originated from Sega's AM2 says enough about its authority over Namco's *Tekken* series, but it's in playing the game for yourself that you realise just how perfect the game is – and if you've played the coin-op, you understand this pretty well because the fight action is precisely the same. Of course the background detail has been compromised. This much was expected. What's blown me away is how carefully AM2 have ensured that Saturn owners are rewarded with the conversion they dreamed of when the announcement was made just a year ago. I want to say this is the best game ever, however I'll just admit that *VF2* is the only game I'm interested in this Christmas and probably for a very long time beyond. Buy it.

**PAUL DAVIES**




## SCORES




**GRAPHICS 95**
*Inside the ring it's arcade perfect, short of a lack of light-sourcing.*

**ANIMATION 98**
*You've never seen a game move so smoothly at such a speed before.*

**MUSIC 90**
*The coin-op tunes are a tad grating. The remixed versions are cool.*

**SOUND EFFECTS 93**
*Tons of sounds, from the tap of feet on planks to supersonic jet kicks.*

**GAMEPLAY 98**
*A depth of gameplay no other game has ever come near.*

**VALUE 97**
*It's essential. Buy a Saturn for it if you must. Great value.*

**OVERALL**
*The singlemost incredible happening in the console industry yet. Virtua Fighter 2 rules.*

**97**

| |
|---|
| SATURN |
| GUN GAME |
| SEGA |
| £59.99 |
| OUT DECEMBER |
| 1-2 PLAYERS |
| NO OTHER VERSIONS PLANNED |
| ARCADE VERSION AVAILABLE |

# VIRTUA CO

CVG GOLD

**Some games make you want to shoot your telly. With this game however, you don't have much choice.**

Arcade perfect. It's a well abused term, but ever since the awesome revelation that was *Street Fighter 2* on the Super Nintendo all those years ago, it's what people have come to expect from their conversions. In truth though, there has rarely, if ever, been a true arcade-perfect home conversion (Super NES *SF2* actually fell far short of the coin-op). Even the likes of the brilliant *Sega Rally* this month, with its near-perfect visuals and handling, fails to totally match the arcade experience, due to the fact that it can't replicate the coin-op cabinet's traction steering. Now however, there is a game to which the term 'arcade perfect' can be justly applied. *Virtua Cop* not only reproduces the graphics of the coin-op to an exacting level, but it comes packaged with a arcade-identical light gun. A gun that looks the same, feels the same and plays the same. *Virtua Cop* has come home. Totally.







## EMPTY A CLIP INTO THEM!

**One of *Virtua Cop*'s pioneering features is the ability to hit the crooks in various body regions. More than just light amusement though – you actually score different points for different body parts. Dead centre gives you 1000 points (known as a 'nice bullseye' in the Japanese version). You can also activate your 'score multiplier' by hitting several regions of a single enemy, juggling their body through the air. Most impressive of all is a 5000 point justice shot to their weapon hand (known as a 'nice bullseye' in the UK version. Confusing huh?). Mastering these is essential to gaining the maximum highscore of 999,999,999.**

## THE ONE THAT GOT AWAY!

**The target only homes in on any enemies requiring immediate attention, so keep an eye out for any hoods running around in the distance. Some of them release important extra lives and credits when shot and, more importantly, taking them out shows you're a true Virtua Dirty Harry.**




***▲ Make sure you shoot ever crook on screen. Any of them could yield a bonus. And they're all scum anyway!***

STAGE SELECT

STAGE 1 — BEGINNER | STAGE 2 — MEDIUM | STAGE 3 — EXPERT




***▲ Aargh, my gun arm! 5000 points are yours, copper.***



***▲ I'm gonna score multiply you punks to death!***

***A total arcade experience requires a full arcade intro. Virtua Cop opens like the beginning of a Starsky and Hutch episode with cops Rage and Smarty arriving at the wharf. You even get to see the level from a criminal eye view, watching the cops standing at the other end.***


















***▲ As well as the original arcade intro (top), there's a special rendered Saturn intro (bottom), showing the Virtua lads driving very fast around the wharf, smashing into a crate of Virtua Cop boxes!***







▲ Sorry about the damage!

▲ Eat this, you goddamn melon-packer!

## DRAWING A BEAD

Leave the game running in demo mode and it explains how the targetting system works. Although you won't give a monkey's uncle about the warning indicators in the thick of the action, it's still good to understand what they mean – if only so you can understand the danger we're under in our screenshots!




The green target traces towards the most dangerous enemy.



When the target is yellow, he's aiming.



Once the pincers join at the top and bottom, the target turns red. Prepare to eat lead!

## PROTECT THE INNOCENT!

You're a cop, you don't shoot innocent citizens. At least, not unless you want to lose a life. Sometimes however, the gangsters use innocents as shields, forcing you to part their hair (not literally) with your shot.




▲ Innocent people getting caught in the crossfire. Get down for chrissakes!









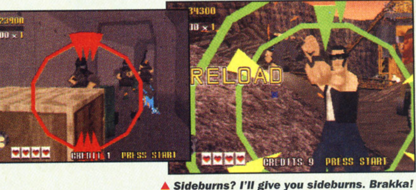







### LEVEL 1: THE ARMS BLACK MARKET

**The beginner level takes place in the seedy dockland area of Virtua City. Ducking around the maze of packing crates, the hoods attempt to escape in a truck, before you head into their main warehouse to face Kong!**




▲ *Sideburns? I'll give you sideburns. Brakka!*

### LEVEL 2: UNDERGROUND WEAPON STORGE

**A fleeing helicopter from the wharf leads you to a building site with gun-toting employees. Things really start hotting up when they attempt to drive trucks and diggers into you. Survive the radiator dents to your face and enter the subterranean storehouse, packed with swat troopers and the dreaded King!**



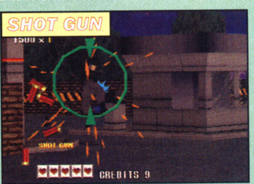




### LEVEI 3: GANG HQ

**The EVL Corporation. Scum HQ. If it wasn't for the streams of swat troopers and thugs filling the car park and reception, you'd think all was normal. Fight your way through the offices though and you uncover a vault full of chemical-suited soldiers. Hello, hello, hello?**





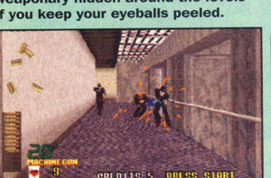


## THE BIG GUNS

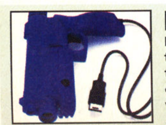
**The gun you get packaged with the game might be excellent, but the six-shooter you start play with can prove an annoyance to reload. Fortunately there's better weaponary hidden around the levels if you keep your eyeballs peeled.**



▲ *This is the most powerful handgun in the world, but he's got a flamethrower. Aargh, my flesh is smoking!*



▲ *So, you wanna bit? You too eh? And you!*



## IMPORTANT: ARMS DEAL!!

**Incredibly, *Virtua Cop* is going to be packaged with the gun for only £59.99. We reckon you should get this, because the non-gun package is £44.99 with extra guns retailing at £24.99 a piece. What's more, without the perfectly-tuned gun we'd give this game a lowly 65% because it's no fun without it!**

### VERDICT

**SATURN**

People might criticise the depth of shooting games, but all you really want from a conversion of *Virtua Cop* is the same look, sound and feel of the coin-op. The exact same, mind you. AM2 obviously realise this, because they've gone hammer and tongs to produce it. The graphics, especially with the brilliant character and zoom animation, are perfect. And the funky wah-wah music and explosive sounds effects, played at top volume, shake through the floor brilliantly. It's the arcade-identical gun though that's a stroke of genius. Make sure you get the gun-included version of the game. It saves you ten quid on the gun and the game is crap without it. With it though, it's a dangerously satisfying game. If you want to know whether you want it, just have a go in the arcades, I assure you it feels exactly the same. As for lastability, this is such an awesome experience, you'll come back to it again and again. And besides, there's plenty of hidden extras in there, including a mirror mode!

**TOM (FURY) GUISE**



## DRUM SOLO!

Keep an eye out for the orange oil drums. Shooting these can do half your work for you.



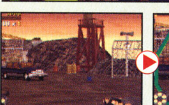




## NICE MING VASE. BAM! BAM! BAM!

Thanks to the AM2's Virtua technology, the levels aren't just huge 3D landscapes, they also have masses of interactive objects. You can destroy exit signs, computer screens, car windows and even swing crane hooks. Best of all though, hit the drums at the start of level two and wipe out a whole tower.



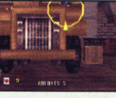


Towering Inferno!





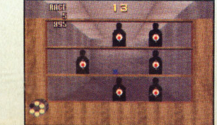
▲ *Those punks are toast. You stupid enough to join 'em, creep?*


▲ *Gotta take out that crane driver or my wife's a widow!*

## HOW ORIGINAL!

AM2 promised us original features in Saturn *Virtua Cop* and this comes in the form of Training Mode. The 'exercise' yard is just a shooting gallery. Select 'versus' though and you have to pit your targetting skills against a host of villains, attempting to beat their bead to the moving targets.



## SECOND OPINION

### SATURN

This is the closest conversion of the three big Sega arcade games, and seeing as the arcade game is amazing – this one is too. With the pad it's just a fairly decent shooter but with the gun it's something totally amazing – the arcade game! And everyone who's played that knows how good it is. The Saturn-exclusive features aren't all that brilliant but they definitely add more playing time to something which could already last forever. The main point is that you MUST have the gun, two for the complete arcade experience – but without the fag burns in the carpet. If Sega keep this up they could well take over the world. £60? Bargain, mate!

**ED (PLUCKY) LOMAS**

## SCORES






**GRAPHICS** 94
Awesome Virtua-style to match the arcades.

**ANIMATION** 96
Super-fluid character movement and stunning camera zooming..



**MUSIC** 94
Brilliant arranged funk tracks give the game a Dirty Harry-esque feel.

**SOUND EFFECTS** 95
The gun sounds make you think you've opened up a person behind the TV.

**GAMEPLAY** 96
With the gun it's an amazing experience. Without, well, it's prrp.

**VALUE** 95
The gun-pack is the arcade experience you bought your Saturn for.

**OVERALL**
Simply put, this IS arcade Virtua Cop. Make sure you get the gun pack, but make sure you GET IT!









| |
|---|
| PLAYSTATION |
| SHOOT-'EM-UP |
| IMPORT |
| £IMPORT |
| OUT NOW |
| 1-2 PLAYER |
| NO OTHER VERSIONS PLANNED |
| ARCADE VERSION AVAILABLE |

# IN THE HUNT

A submarine isn't the most obvious choice of vehicle to use in a shoot-'em-up but, nevertheless, the crazy creators of *R-Type* still went ahead and did it. Even though it was a long time ago, it's been brought up to date by being released on PlayStation and it's just about exactly the same as the arcade original. Seeing as not many people have heard of the arcade game here's what it's all about: Destruction! In *In the Hunt*, you aren't limited to just destroying the enemies – you can destroy almost all of the scenery. If you drive your sub along just below the surface of the water you can launch missiles into the air to wipe out any buildings nearby. Fab!

## LEVEL 1



**This level's set near the South Pole so there are loads of chances to be frozen. The freeze beams can only be stopped by destroying the main units on the wall. At the end of the level a large ship appears which waves its tentacles around while launching massive amouts of missiles.**

## LEVEL 2



**After the first stage, the subs move into a harbour where planes join in the attack. By going along the surface, the buildings above can be wiped out. After destroying a train bridge, the mechanical boss hangs from the ceiling, attacking with laser beams.**









## LEVEL 3

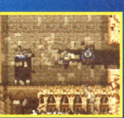


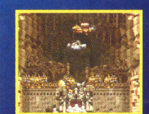
**The whole of this level is spent trying to keep ahead of a giant rock bloke. At the top of the shaft, the subs have to blast through a wall before taking on the rock man. He attacks with his extra pair of fists while the heroes have to dislodge loose rocks from the ceiling onto his head.**

## LEVEL 4



**Level four is set in a sunken city where the crumbling roads and bridges are as much of a danger as the enemies. Near the end, the subs have to blast through some old tower blocks, coming right out the other side. The two bosses cause problems with their missiles and whirlpools.**





### VERDICT

**PLAYSTATION**

Though the game looks and sounds pretty dreadful for the PlayStation, there is some fairly cool game play in it. The big problem is that the speed of the subs is way too slow, making it hard to dodge the masses of shots fired at you. Also it's got everything from the arcade game – including the slow-down which brings the game almost to a stand-still in two player mode. There are some PlayStation exclusive options, like the remixed sound, but these still don't make it anything special. The graphics have got a real old-style arcade feel to them and there's always loads going on though this isn't always a good point as it's often hard to see what's happening, especially in two-player mode. Even with all of these faults, it can be good fun to play with the constant explosions often impressing and some people really like it – Paul, for example. A lot of fun, if you like this sort of thing.



ED LOMAS





### SCORES

| | |
|---|---|
| GRAPHICS | 81 |
| ANIMATION | 77 |
| MUSIC | 73 |
| SOUND EFFECTS | 72 |
| GAMEPLAY | 84 |
| VALUE | 75 |
| OVERALL | 82 |


KONAMI
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It's a whole new ball game...
It's more than just a sequel...
GOAL
New teams, new players, new stadiums, new strategies and new techniques.
★ Realistic player sprites with brand new animations and skills
★ Increased CPU intelligence to challenge beginners and experts alike
★ 36 international teams featuring recognisable celebrity players
★ Real, live commentary, 7 different stadiums and new stadium video screen
★ International Cup, World Series and fully editable tournament modes
★ Choose from 16 formations, 8 strategies, 20 players and 9 adjustable player skills to create your perfect team
★ Four way play also possible
A load of old balls it ain't!
Release Date: 3rd November 1995
SUPER NINTENDO
ENTERTAINMENT SYSTEM

SATURN
3D RACING
BULLFROG
£49.99
DECEMBER
1-8 PLAYERS
PLAYSTATION VERSION PLANNED
PC CD-ROM VERSION AVAILABLE

# HI OCTANE

## A futuristic hovercar racing game with added weaponry, eh? You won't hear us mention the name Wipeout.

Wipeout. Okay, so we lied. But with Psygnosis' PlayStation racer proving to be one of the year's hottest gaming sensations, anything similar is bound to be held up for comparison. And Bullfrog's *Hi Octane* is one such game. A 3D racer, filled with gravity-defying supercars laden with ballistic weaponry, and set across a series of futuristic roadways, the game is more than just passably similar.

However, *Hi Octane* is most certainly NOT a clone of *Wipeout* (although you can be sure we'll see a few of those soon enough). In fact, the game first saw light on the PC sometime before the twinkle-in-Mr-Psygnosis' eye brought *Wipeout* to fruition. What's more, it scored highly in the PC press and proved quite a success all round. As such, Bullfrog have decided to bring it to the Saturn. So, we'll have no more of this *Wipeout*-clone nonsense. Besides, *Wipeout* isn't even out on the Saturn. Yet. *Gran Chaser* on the other hand, is remarkably similar...

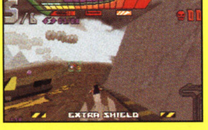
## THE FULL ROADWORKS!

**Did we mention futuristic roadways? Well, you could call them that, if the road-planners of the Futuropolis decide to build their roads as crazy spaghetti highways that duck through floodpipes, wind around the sides of cliffs without safety barriers, and bend at lethal right-angles. Yep, this game's got futuristic roadways alright.**

**1. AMAZON DELTA TURNPIKE**
***The Indianapolis Speedway of Hi Octane, the Delta is your basic loop-track, surrounded by high rock walls. Fast and easy, as long as you make sure you keep going through the refuelling pits.***




**2. TRANS-ASIA INTERSTATE**
***Fast straights broken by hairpin bends, is the best way to describe this hilly course. The Interstate also introduces us to the multi-route nature of Hi Octane. Hit the moving refuelling ramp when it's high and you fly onto a concrete straight. When it's low you zoom through a water-filled aqueduct.***






**3. SHANGHAI DRAGON**
***This icy course proves extremely fast. However, it's also very twisty. Careful cornering is required on some of the tighter bends or you spin out across the surrounding plates of ice.***



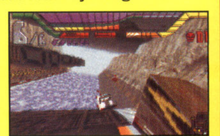
**4. NEW CHERNOBYL CENTRAL**
***The muddy nature of this track may not effect your hover-racers, but the twisty, high-walled structure of it might. The most notable part of this track is an extremely wide stretch of tarmac that dips like a pipe in the middle. Watch out for power-ups on its high kerbs.***




**5. SLAM CANYON**
***As the name suggests, this course leads through and over a rocky canyon. Multiple routes allow you to take high overpasses or narrow passageways as you tackle the many long straights and sharp corners.***



**6. THRAK CITY**
***Straight roadways with sharp right-hand bends characterise this icy track, as you race through urban underpasses and frozen catacombs. Most tricky of all though, misjump the cross-road flyover and you end up way back on the course.***



**7. ANCIENT MINING TOWN**
***So ancient is this mining town, that it doesn't exist. In its place is multi-level mud track which winds up and around various hills, permeated only by a red-lit underpass which leads you through to the main straight.***




**8. ARCTIC LAND**
***It might sound like a frozen food superstore, but it's actually one of the most confusing race tracks you'll ever confront. Crazy loops crossing over each other, lead you down the wrong routes and tricky ledges send you toppling off the course.***



**9. DEATH MATCH ARENA**
***The final track is more like a skateboard half-pipe than a motor speedway. Made up of just one huge stretch of road, you have to flip 180 degrees to turn at each end. Naturally, this gives each driver plenty of chance to take out the rest, hence the name.***



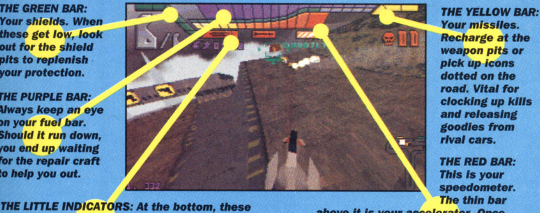

## HELLO JOHN, GOT A NEW MOTOR?

***There are six different hover-rods for you to race in, each with its own capabilities. What's more, you can customise your car from a selection of team colours, ranging from the Purple Riders and Peach Phreaks to the dodgily named Yellow Slashes. Obviously they eat too many sugar puffs.***



## CONTROL-PANEL FREAK!

See that colourful bar across the top of each screen. That's your dashboard; although you'd be forgiven for not having a clue what it is, because it's totally confusing. Anyway, here's a quick rundown of what it does, which hopefully should give you a better idea of what you do in the game.



**THE GREEN BAR:** Your shields. When these get low, look out for the shield pits to replenish your protection.

**THE PURPLE BAR:** Always keep an eye on your fuel bar. Should it run down, you end up waiting for the repair craft to help you out.

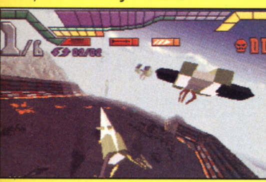
**THE YELLOW BAR:** Your missiles. Recharge at the weapon pits or pick up icons dotted on the road. Vital for clocking up kills and releasing goodies from rival cars.

**THE RED BAR:** This is your speedometer. The thin bar above it is your accelerator. Once that's at its maximum, you can charge up your booster to hit super-speeds.

**THE LITTLE INDICATORS:** At the bottom, these show how powerful your gun, missile launcher and booster are. Collecting icons to push your vehicle up to Super Car standard.

## OPTIONAL EXTRAS

As with any racing game, *Hi Octane* features a range of driving options. Joining the usual single race and Championship modes, there's the all-against-all Death Match. Clone Race pits you against identical opponents and split-screen mode obviously gives two players the chance to go head-to-head. Strangest of all though is Hot Seat, which allows up to eight players to race at one time, switching between control of each vehicles. It sounds weird, but bizarrely it works.



▲ The Death Match. The Royal Rumble of the racing world where the sole survivor wins.



▲ The ice caverns look fairly impressive.



▲ The arrows prove vital on the trickier tracks.





▲ Shield rechargers, just when you need them.

### VERDICT

For me, *Wipeout* on the PlayStation has to be one of the hottest games around, so *Hi Octane* has a pretty tough standard to live up to. And to be honest, it doesn't quite make it. That said though, this goes from being a game that at first sight I hated, to one that after many hours' play I find enjoyable. As a fast, fighting racer it's fun, but the graphics are so clunky and unstylish that they really put me off. Moreover, they actually break up badly in places, making it hard to see what's going on. I got stuck behind some rocks and couldn't work out how to get out, due to all the triangles flicking on and off the screen. Even with graphics to match *Wipeout* though, High Octane's gameplay would still score under par. Although easy to control, it just doesn't feel like you're heaving a solid vehicle around. Certainly, it's better than *Gran Chaser* (*Cyber Speedway* over here), but with *Wipeout* definitely headed for Saturn, I'd be inclined to wait.

**TOM GUISE**



### VAMPIRE
SPEED 6
WEIGHT 6
ARMOUR 4
FIREPOWER 4



### OUTRIDER
SPEED 8
WEIGHT 4
ARMOUR 3
FIREPOWER 5



### FLEXIWING
SPEED 8
WEIGHT 4
ARMOUR 4
FIREPOWER 4



### SPEEDER
SPEED 6
WEIGHT 5
ARMOUR 4
FIREPOWER 4



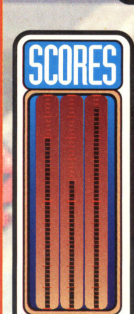
### BESERKER
SPEED 3
WEIGHT 6
ARMOUR 5
FIREPOWER 6



### CAMION
SPEED 4
WEIGHT 6
ARMOUR 5
FIREPOWER 5



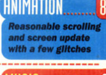
### SCORES



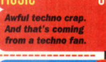




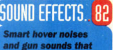

**GRAPHICS 70** — Distinctly unstylish look, with square-shaped cars and horrid texturing.



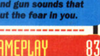
**ANIMATION 82** — Reasonable scrolling and screen update with a few glitches



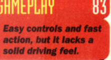
**MUSIC 68** — Awful techno crap. And that's coming from a techno fan.



**SOUND EFFECTS 82** — Smart hover noises and gun sounds that put the fear in you.



**GAMEPLAY 83** — Easy controls and fast action, but it lacks a solid driving feel.



**VALUE 80** — Enough options to keep you playing for a while.



**OVERALL** — A enjoyable racer, but the graphics are repulsive for a Saturn game. And Wipeout's coming, folks!



**81**

| |
|---|
| JAGUAR |
| SPORTS |
| ATARI |
| £44.99 |
| OUT NOW |
| 1-2 PLAYERS |
| NO OTHER VERSIONS PLANNED |
| SUPER NES AND MEGADRIVE VERSIONS AVAILABLE |

# FEVER PITCH




**Why spend £300 on a 32-bit console, when you can have a 64-bit one for £150? Why dream of owning FIFA '96 on PlayStation, when there's Fever Pitch on Jaguar? Well...**

While it lacks graphical finesse, *Fever Pitch*'s philosphy is that gameplay and character are more important to any soccer game. Rather than get to grips with squads who all look pretty identical, where you're squinting to tell who's who, the Jag's premier footy outing features eight distinctive Star Players. They're not only recognisable from their appearance, but through their outrageous antics on field.
Just as *Pitfall*, reviewed last month, is almost a direct port from the Super NES and Mega Drive versions, *Fever Pitch* follows exactly the same route. And it's indistinguishable from its 16-bit parents. Why dream of owning *FIFA 96* on PlayStation, as opposed to this...?




*With the replay feature, you can relive classic moments like this.*

## DID YOU SEE THAT!

**If the joy of watching an unfair goal isn't good enough the first time around, perhaps the chance to rerun the debacle on replay will satisfy your bad taste. Replays allow you to dissect the workings of goal strategy, and prevent the rest of the game transforming into a riot by examining pass techniques, free kicks, and so on.**




## SCRAPPY DAPPY DO!

**Don't expect *Fever Pitch* to adhere to traditional soccer game etiquette. Goals come ten a penny, and fouls are treated as an integral part of the game. That's not to say the referee doesn't get involved from time to time, it's just that this particular referee is a w... well he needs glasses, and some common sense drilling into him to say the least. Consequently teams, and especially the star players, are free to hack each other to bits in order to get the result they need.**







## STAR TURNS

**In Tournament mode, you start the game with a basic squad. In order to recruit stars onto the team you have to earn them – by playing fair! No matter how badly the top dogs behave once they're on board, the stars only want to be associated with clean-playing teams with a good track record. If you want to play dirty all the time, choose Exhibition mode instead, where you can hand-pick the team with the best players for a one-off 'friendly'.**




## VERDICT

### JAGUAR

Of the 16-bit soccer titles to be released earlier this year, *Fever Pitch* is probably the weakest. Not that it's especially poor, but Konami's *International Superstar Soccer* proved vastly superior. The decision for Jaguar owners is easier – this being the only soccer game available for this machine after all. However if Atari will insist on comparing their '64-bit' machine to its 32-bit rivals, well *Fever Pitch* looks extremely miserable indeed. Playwise it isn't so bad – no worse than the 80%+ scoring game the 16-bitters have already. The star players add spice, and the basic action supports some fairly interesting exchanges. Player animation is okay too, with neat tricks here and there. The sound, however, is rough. Mega Drive quality even. So overall this is another Jaguar disappointment. I'm not sure how much more of this I can take – bring on the classics, and quickly!!!

**PAUL DAVIES**

## SCORES

| | |
|---|---|
| GRAPHICS | 71 |
| ANIMATION | 73 |
| MUSIC | 70 |
| SOUND EFFECTS | 68 |
| GAMEPLAY | 78 |
| VALUE | 73 |
| OVERALL | 74 |

# ATTACK OF THE MUTANT PENGUINS

- JAGUAR
- PUZZLE/ACTION
- ATARI
- £44.99
- OUT NOW
- 1 PLAYER
- NO OTHER VERSIONS PLANNED
- NO OTHER VERSION AVAILABLE

**Attack of the Mutant Penguins. A name that sets fear into our hearts. And not because of the threat of a penguin invasion either.**

No doubt you're bursting with curiosity over what this game could possibly be about. Well, perhaps a brief rundown of the plot might shed some light. It seems aliens from a distant world are preparing to invade Earth by using the age-old trick of adopting human form. Unfortunately though, while studying our planet they accidentally watched the Discovery channel and thought we all looked like penguins. So that's the guise they took. Only, they didn't do it too well, so they look odd. Hence the name – *Attack of the Mutant Penguins*. Geddit?

We doubt you have. You see, if you're imagining scenes of London during the blitz, with frog-marching legions of human-sized penguins disintegrating innocent humans with ray-guns, whilst the skies are filled with humming motherships, you're in for surprise. If however, you're imagining rows of cartoon penguins dressed as cowboys and Indians, or Maid Marion, wandering along strange floating ledges, attempting to clamber onto a large set of scales with a big scary face, you've got it sussed. Goodness knows where the humans are, but as Earth's saviours – a green pear-like creature, or a red cherry-like creature – you have to stop the penguins getting to the scales. Either by setting up fiendish traps such as spinning scythes, or by collecting all the letters that spell your weapon, such as BAT, and batting them to death. There are tons of levels to face, each harder than the last. But then, that's war folks. War against the *Attack of the Mutant Penguins*. SCREAM!

## INVASION PLAN!

**Here's a little sequence of the first level to give you a better idea of how the game plays.**



***1** The mutant penguins are coming, but light this fire and the cowboy penguins start to cook their beans. And fart.*



***2** Now collect these gremlins. Yes, they look like Sonic. They help you open chests for some reason.*




***3** Inside the chests are letters. Ah, we've spelt PAN. Now we can bash the penguins with our pan. Clever, eh?*



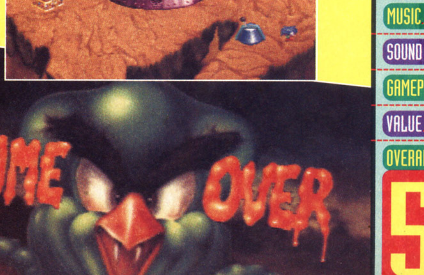
***4** Use those gremlins to start these evil traps. Look at the penguins get chewed up.Hahahahahaha hahahahahahaha!*

***5** Oh no, the mutant penguins have tipped the scales. They've won. Oh no, oh no, oh no, oh noooo!*



**▲ This is a horror level. In more ways than one.**






## VERDICT

**SATURN**

This game just baffles me. Obviously, the programmers think they've got an incredible sense of humour, as you can tell from the hilarious *Attack of the Mutant Penguins* title. But not only did I not laugh at the fancy-dressed penguins, the Sonic-gremlins, the penguin-mashers, or the farts, but I didn't understand how it's all supposed to come together to make a coherent game. Especially, a quasi-puzzle game where logic should dictate your actions. That said, once you've got to grips with the method of the game, you don't really need logic to help solve the puzzles. You see, there's very little freedom to your actions. The traps are all in place waiting to be started. The chests obviously contain the letters you need for your weapon. Fail to perform the perfunctory tasks and you lose the level. Short of honing your Mutant Penguin skilled to cope with the increasingly difficult levels, there's no real lateral thinking involved. It's all quite punishing. Perhaps those Mutant Penguin boys do have a sense of humour after all, testing our patience with such an abomination.

**TOM GUISE**



## SCORES

| | |
|---|---|
| GRAPHICS | 56 |
| ANIMATION | 66 |
| MUSIC | 33 |
| SOUND EFFECTS | 35 |
| GAMEPLAY | 60 |
| VALUE | 55 |
| OVERALL | 58 |

- SATURN
- MOTOR SPORT
- SEGA
- £IMPORT
- OUT NOW
- 1 PLAYER
- NO OTHER VERSIONS PLANNED
- NO OTHER VERSIONS AVAILABLE

# FI LIVE INFORMATION

**If the recent Schumacher vs Hill episodes had you hopping up and down, red faced, and screaming, Sega's Formula One Saturn Racer could push you over the edge!**

Since *Virtua Racing* it seemed Sega had abandoned Formula One in favour of more exotic motoring locations. This would have been a terrible oversight, insofar as true-grit fans of the subject are concerned. Which is probably why *F1 Live Information* – a game carrying the official Grand Prix license, and subsequently its drivers – has completely sold out on import in recent weeks. And why CVG has spent the hours not playing *Hang On '95* this month, determining just how faithful *F1 Live Information* is to the sport; with or without the Arcade Racer. And Murray Walker.

## SUPER MONACO RIP

**Fans of the arcade and subsequent Mega Drive release, *Super Monaco GP*, are in for a pleasant surprise with *F1*. While it doesn't have the full range of Grand Prix circuits, or the tension of having to perform well for promotion through the ranks, the accuracy is beyond anything ever seen on a console circuit racer. Because the game is written specifically for home use, this allows for the kind of touches that would be wasted on a coin-op.**

## REAL CONVERSATION PIECE

**Sega have created their own commentary system for *F1*, which reacts directly to the race action. As with Konami's Crowd Response System, Sega invited three of Japan's leading sports commentators to provide the speech samples. Though we haven't a clue what they're saying, it all sounds very authentic, and there are obvious points where a crash or crucial piece of overtaking is mentioned.**



*PIT REPORT Kawai Kazuhito*



*FUJI TV Miyake Masaharu*



*EXPERT COMMENTARY Imamiya Jun*




▲ *Time to get those tires sorted!*

## TIRED AND NEED A DRINK

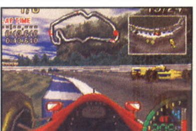
**There's no chance of claiming that Laurel Wreath in *F1* unless tires are replaced, and fuel replenished at regular intervals. The harder the difficulty setting (and there's a 'Very Hard' mode in store for those who master all three Grand Prix circuits), the more wear and tear plays an integral role. As races last eight laps, it's essential to pay your cardboard mates in the pit stop at least one visit.**




## SKY MOVIES

**Similar to *Virtua Formula* in the arcade, where action from eight VR coin-ops is displayed via 'sky cam', *F1* heightens the atmosphere with it s very own birds-eye view of the race. This is directly linked to what the commentators are saying, and continuously pans the circuit for those drivers staking a claim, or going up in flame, for the glory of Pole Position. Especially bad crashes are highlighted, as the camera stays in place to observe the chaos surrounding the wreckage. Likewise an ace driver's antics are eagerly followed.**









## BEHIND YOU!

One clever feature of *F1* is the ability to use slipstream to gain extra speed. Wind resistance is practically reduced to zero when chasing a rival's tail, allowing your car to exceed its usual performance. This extra speed is used to slingshot your car ahead, leaving the rest to fry in your exhaust heat!



▲ *Get your timing just right, to avoid crashing!*

## STEER CRAZY

Just as *Hang On GP '95* plays better with Sega's Arcade Racer, the performance of *F1* is improved too. With the steering wheel in command, the driving experience is much closer to how you'd expect The Real Thing to behave. Viewing the car from the outside also reveals how the front wheels move more convincingly. Still, completing the game using the standard set up is no problem – unlike *Hang On GP*.





## SIX OF THEIR BEST

Six courses may seem a paltry number, but they each present a legitimate challenge. All six are only available via Original mode. The remaining three are variations on the custom Sega circuit.



### HOCKENHEIIM

*Easy to master with only one tight corner, and one tricky chicane to negotiate. The long straights offer loads of opportunity for overtaking.*



### SUZUKA

*Plenty of full-lock steering is required, especially in the chicane encountered in the approach to the home straight. Suzuka is the coolest Grand Prix circuit to race.*



### MONTECARLO

*Made famous through Super Monaco GP. In F1 it's a total nightmare of hairpin bend upon hairpin bend. The consolation being the scenery is pretty cool.*

### SEGA MOTOR LAND

*Is raced in three forms: Novice, Advanced, and Expert. The difference each time is that the basic layout is extended, to include more tests of a driver's skill – sharper bends, blind corners, that type of thing. On the whole, however, we found Motor Land a cinch.*










▲ *This impressive section is encountered in Sega Motorland: Expert. The corner ahead is super tight!*

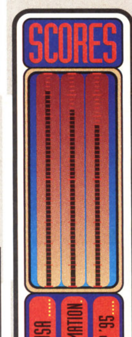
### VERDICT

**SATURN**

My ambition to experience exciting and accurate Formula One action at home is finally realised, after being let down by most 16-bit efforts after *Super Monaco GP*. The atmosphere in *Live* is electric, and the action is eventful to say the least. It's not entirely realistic, not in the same way as the Microprose PC games set out to be, but the in-game presentation is much better: Sparks flying from the chassis of cars, spin-outs occurring just inches away, plus the road-side detail is very convincing. Optimising performance on each circuit takes practice, so the feeling of getting it just right is very rewarding. The engine noise is as close to the real thing as you could wish for, and sounds so cool screaming up and down through the gears. Though it's a shame the UK version won't include the exciting commentary, I don't imagine this will detract from the enjoyment overmuch. Besides which, Sega are revising the music content as compensation. Any Saturn owner who has a passion for Formula One racing should buy *F1 Live Information* without reservation.

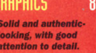
**PAUL DAVIES**

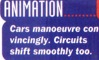
## SCORES






**GRAPHICS 81**
*Solid and authentic-looking, with good attention to detail.*



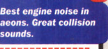


**ANIMATION 84**
*Cars manoeuvre convincingly. Circuits shift smoothly too.*

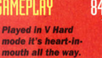


**MUSIC 78**
*Okay AOR which, thankfully, only features between races.*

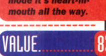


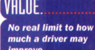


**SOUND EFFECTS 80**
*Best engine noise in aeons. Great collision sounds.*

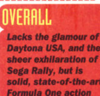


**GAMEPLAY 84**
*Played in V Hard mode it's heart-in-mouth all the way.*





**VALUE 83**
*No real limit to how much a driver may improve.*



**OVERALL**
*Lacks the glamour of Daytona USA, and the sheer exhilaration of Sega Rally, but is solid, state-of-the-art Formula One action nonetheless.*



**82**

# KILLING TIME

3DO
SHOOTER/ADVENTURE
STUDIO 3DO
£44.99
OUT NOW
ONE PLAYER
NO OTHER VERSIONS PLANNED
NO OTHER VERSIONS AVAILABLE

**Nothing spooky about the longest day of the year, you may think. Just a few extra hours of sunlight to fit in another innings of cricket? Not here. Bah ha hahaaaa.**

Once upon a time – a killing time – there lived a young lady called Tess Conway. In the 1930's she was a rich and popular character, mainly because of her many wild parties held at her family's island estate. But one seemingly innocent Summer Solstice, her wild party went mysteriously wrong. No-one knows for sure what happened, though it's common knowledge that one of Tess's regular guests – a local gossip columnist – had just started work on a damning article about Ms Conway. Coincidence or sinister? What happened to all those people? What's with all the ducks? Where do games makers find so many bad actors? What's this game all about? These questions are answered only by playing *Killing Time*, except for the last one, which is answered by reading this review.

***The movie intro tells the story of how Tess Conway fashioned herself to be just like her idol – Mystic Meg.***



## WINGED VESSELS

**These mysterious ornamental vases contain spells which give the player new powers. One example is this blue one (below) which reveals all of the dangers on the map screen when activated. The power of these vessels only lasts a short while, but they can be recharged by collecting white Rejuvenation Vessels.**

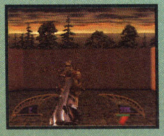






## THE CONWAY ESTATE: A CELEBRATION

**What we have here is a clever blend of *7th Guest* and *Doom*. Your character wanders around the grounds and passageways of the Conway estate in real-time 3D, pausing occasionally to converse with and eavesdrop on the apparitions of some of the lost party-goers. The adventure begins in a clearing in front of the guardhouse leading on to the mansion's courtyard, where a big clue to solving one of the mysteries of the game is found. Beyond that the mansion stretches a long way back with many secret passages and areas to find as well as lots which aren't shown on the rough map included with the game.**







## BARRELS O' LAFFS

**With a game called *Killing Time* you expect lots of messy weapons. As well as this satisfying selection there is a sub-machine waiting. Somewhere.**

### PEACEMAKER

**Your character starts with one of these, and while it's alright for the start of the game, bigger weapons are needed for later on.**



### FLAMETHROWER

**An unlikely weapon to be found in a mansion, but still a brilliant one. Hold 'A' and wave it around to flame everyone.**



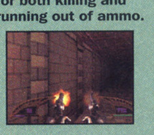
### SHOTGUN

**A standard hunting gun, used by the hordes of hunters in the courtyard, and very useful for much slaughtering fun.**



### DOUBLE PISTOL

**Two dead is better than one, so finding the second Peacemaker is great for both killing and running out of ammo.**



### GREAT BALLS OF STUFF

**When an enemy is killed, their life force is left behind as a floating ball of energy. These come in various colours which dictate how much of your character's health they restore, all excepting the red balls which always have a negative effect.**









## DUCK A LA LEAD SHOT

**The constant quacking of the ducks in the courtyard is enough to drive anyone mad. Thankfully, even though the ducks can't do any damage, they can be killed – either with a shotgun blast to the head (pictured here) or by trampling on them. The squelch noise is awesome!**









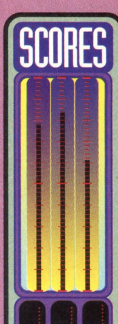
## VERDICT

### 3DO

The novelty of both FMV adventure games and *Doom* rip-offs has worn off, though *Killing Time* manages to catch your interest by combining the two genres into one. The graphics aren't quite as smooth as *Space Hulk*, but they're really detailed, and the excellent sound combined makes for a great atmosphere. Still, there are a few annoying problems: Though the playing area spans lots of locations, there are only 16 different enemy types. This makes the game slightly repetitive; most notably near the start where you spend what seems like ages blasting away at the hunchback hunters and their blooming ducks! Another problem is that the game's very frustrating. This is probably because the designers have tried to make the game hard by not giving you much ammo, though this just leaves you sprinting away from people until you die. The 3DO pad's lack of diagonals also slows the game down. For all that, if you want an interesting challenge that's quite different to anything else, *Killing Time* is the one to go for.

**ED LOMAS**

## SCORES




**GRAPHICS 84**
*Detailed wall textures and good quality FMV ghosties.*

**ANIMATION 76**
*The enemy animation is a bit jerky but the FMV is smooth.*

**MUSIC 89**
*Excellent movie-like score, which changes with the action.*

**SOUND EFFECTS 91**
*Great atmospheric background noises and gun blasts.*

**GAMEPLAY 80**
*Frustrating and a bit jerky but there's always stuff to do.*

**VALUE 79**
*Shooting is repetitive, but the adventure keeps you going.*

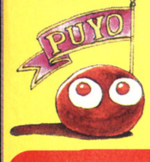
**OVERALL**
*A clever blend of FMV and 3D shooting. Won't appeal to everyone, though it'll last a long time for those who get into it. Atmosphere and original ideas make this one to consider.*

# 79

SATURN
PUZZLE
COMPILE
£IMPORT
OUT NOW
1-2 PLAYERS
NO OTHER VERSIONS PLANNED
SUPER NES VERSION AVAILABLE

# PUYO PUYO 2: FOR EXPERT PLAYERS

**Here's your chance to steal a glance at this potential sequel to Dr Robotnik's Mean Bean Machine – hot from Japan.**




Puyo Puyo. We're always talking about it. So what's the big deal? Well, in 1992, Sega of Japan, in collaboration with obscure R&D team Compile (otherwise known for *Super Aleste* on Super NES), initiated a new breed of connect-a-shape video game. *Puyo Puyo's* innovative take on the whole puzzle idea, using explosive jellies in place of *Tetris*-style building bricks, caused such a sensation in Japan that both Sega and Nintendo took the basic game, and restyled it for the Western market. The results: *Dr Robotnik's Mean Bean Machine*, and *Kirby's Avalanche*, respectively. So what has it gained to counter the inevitable 'seen it, done it' criticisms?



▲ Those white square-shaped jellies are deadly!

## COME TO A STICKY END

**To add to the horror of struggling *Puyo Puyo* novices, reinforced ghost Puyo,called Kata Puyo, are included as a custom extra. By selecting Rule Henka from the extensive list of options these slightly more opaque examples require twice the effort to destroy. If you ask us, this is an almost impossible task in a fast-moving game! In addition, the Kata Puyo icons which sit in waiting at the top of the screen have gained an ugly new friend, hinting that even greater avalanches are now possible. What odds!**


▲ Choose this mode to challenge every last one of Arle's,the girl's, magical foes. It's incredibly tough, which is why there is a save-game feature here.


▲ Two players have the pick of six types of well. Each provides a unique test of skill, such as the die-hard Kata Puyo, and two-to-win option.


▲ See how quickly you can reach the top of the tower, by challenging a selection of the game's trickiest characters. Cockatrice here is one of the first.



▲ The Japanese writing shows that the player has just fought back.

## JELLY BELLY

***Though this sequel is named Puyo Puyo 2, it isn't the second in the series. That accolade goes to an adventure game (of sorts) available for Nintendo's Super Famicom. This Saturn game is the true follow-up, and is sold partially on the strength of its 'For Expert Players' credential. To this end Compile include revised strategies which, by themselves, would make the game much easier. Indeed they do make it simple – for expert players to utterly destroy any competition!***

***Room at the top***

***The well remains twelve Puyo deep, only now there is an extra, hidden, line at the top. It buys a split-second more to place your jellies when things get tight, and allows for them to be stacked on end as an emergency measure.***

***First to finish***

***Clear the well of Puyo for added big bonus points. This writing remains on screen until the next group of jellies explode. If this means the well is cleared again, the reward is multiplied. It's also a great taunt!***

***Twister***

***Gameplay is so fast now that it is perfectly forgivable to wind up guiding those jellies down the wrong chute. Should this happen, it's now still okay to turn them around in the hope of finding a suitable combination.***






## VERDICT

### SATURN

From start to finish the presentation in *Puyo Puyo 2* is wonderful, featuring bizarre theatrical pieces, complete with spoken dialogue, and of course the crazy antics of little Carbuncle (that pair of rabbits ears with a mouth). The game is much tougher to master now, especially once the Kata Puyo are introduced. In fact I found it impossible most times to progress, when confronted by a screen full of these. Two players have a more varied time of it now too, with a broad range of custom options to go at. I love it – the graphic style, the crazy accordion music; everything. It's just that I doubt Sega expect you will. People don't go much for sequels over here. Not even *SF Turbo* sold as well as everyone expected. So I doubt *Puyo Puyo 2*, under whichever guise, will do anything special in terms of sales. That's a shame, because it would add some welcome colour to the Saturn's almost too cool line-up.

PAUL DAVIES

## SCORES

| | |
|---|---|
| GRAPHICS | 78 |
| ANIMATION | 74 |
| MUSIC | 79 |
| SOUND EFFECTS | 82 |
| GAMEPLAY | 86 |
| VALUE | 81 |
| OVERALL | 83 |


















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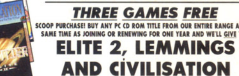



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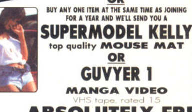
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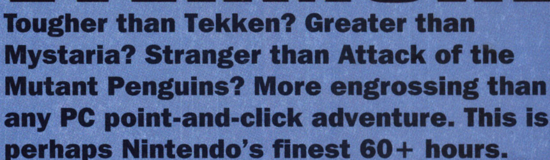
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# SECRET OF EVERMORE





**Tougher than Tekken? Greater than Mystaria? Stranger than Attack of the Mutant Penguins? More engrossing than any PC point-and-click adventure. This is perhaps Nintendo's finest 60+ hours.**



Fair to say that it is the role-playing games that are keeping the Super NES going strong. If not in Europe, it's certainly the case in America and Japan. Nintendo can hype *Killer Instinct* as much as they like, but there's nothing can beat the worth of a well conceived RPG, and Squaresoft are the undisputed masters of their field.

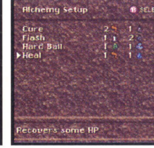
Dedicated fans probably already know the history behind *Evermore*: That it s origin lies in the States, and not in Japan where the classic *Secret of Mana*, along with *Chrono Trigger* were developed. It's also true that *Evermore* borrows the *Secret of Mana* gaming engine, where it applies to the selection of weapons and so on. But this is not to detract from the quality of this titanic, and at all times impressive US project, as it maintains all the classic Squaresoft hallmarks: Great art. Likewise musical score. And gripping plot.

To discover more about why *Secret of Evermore* should be right up there with Yoshi's Island and, no doubt, Killer Instinct on your shopping list, you need only read this review.

## GOLD FINGERS

**To counter groups of enemies, or overcome immovable obstacles such as boulders, the power of Alchemy is called upon for assistance. At regular intervals throughout the game, the hero is taught magic spells that are powered from ingredients scattered throughout Evermore. Only nine formulas can be memorised at any one time, so choosing which are the most appropriate becomes a crucial skill. To make matters more difficult, the spells require combinations of vital ingredients to perform – some of them harder to come by than most.**














## WORLD GONE MAD

The very simple storyline behind *Secret of Evermore* goes a lot like this: Evermore is a fantasy realm, created by a Professor Sidney Ruffleberg. Difference with his cuckoo-land however is that people can physically go there. It exists. This entire domain is intended as a kind of desert island, away from the harsh realities of life on our long-suffering earth. Problem here is that the portal Ruffleberg devised to get him to Evermore allowed some dark, unseen force to get its foot in the door. Of course this evil entity wants the place all for itself. Once the phantom has gained enough power from this dimension, it intends to focus its attention on defiling our world also. The idea, of course, is not to let this happen!





## ARF WOOF BARK SNARL

Most role-playing games provide the hero with back up, in the form of goodly Knights, mysterious Princesses with even stranger powers, and so on. The hero of *Evermore* gets no such support. Instead he is associated with a dog. Plain and ordinary, just like his owner. However it happens that this courageous canine is just about the best assistant a potential hero could wish for, as the mutt's in-bred talent for sniffing out clues, and savaging aggressors proves just the job in any situation. Generally speaking the dog follows the hero wherever he goes, only attacking if need be. However there is the option to switch control from the hero to the dog, whereby the boy is secondary to the hound. Should the boy's health be suffering, it's wise to take advantage of this feature.



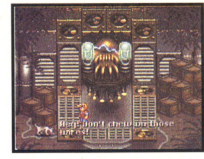
I wonder if this gate leads to the volcano.

There's fun to be had solving the riddle of this volcanic area, riddled with steam geysers.

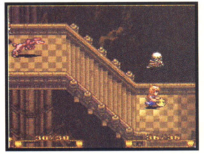
## SOMETHING ABOUT YOUR HAIR

Being a fantasy world gives Evermore license to exist in whichever period of time it desires. And it changes its mind with each location! As the scenery is subject to adaptation, so to is the appearance of those who roam its pathways. Somehow our hero is immune to these effects, however the dog isn't quite so lucky. Expect to see him in the guise of a shaggy wolf-hound, a hunting dog, and a cyber canine – much in the mould of the infamous K-9.



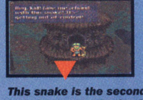












*This snake is the second 'Boss' our hero runs into. It's so tough, the dog has no energy left!*











## CALLING ALL STARS

Occasionally the team happen across one of Evermore's leaders – those people who have influenced the form of this secret place. Though leaders can't physically accompany the travellers on their journey, they lend their immense power for the price of a Call Bead. Wherever the boy and his dog find themselves, the use of the extremely rare Call Bead summons a leader's spirit, allowing our heroes to benefit from their magic.







### VERDICT

**SUPER NES**

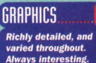
Last time I dug my Super NES out of the drawer was to play Nintendo's other Stateside RPG, *Earthbound*. Seems Nintendo tossed a coin, with *Evermore* being on the flip side, and it came out on top. Good thing too. While *Earthbound* is big on character, and especially humour, Squaresoft's example is easier to digest for those brought up on a diet of *Zelda III* and *Secret of Mana*. In fact the gameplay is almost exactly the same as *Mana* – most noticeably in combat situations. Perhaps the biggest point in the game's favour is its level of challenge. Right from the very beginning even the minor enemies present serious problems, which makes the build up to a big boss confrontation all the more unnerving – you just know they're going to show no mercy. Atmosphere is also greatly enhanced by amazing sound effects, with music taking a back seat for once, and only setting the pulse racing during epic battles. The story is well developed, its central characters interesting, and it's one that takes many hours to unfold. No doubt about it, *Evermore* is essential for your Super NES this Christmas.

**PAUL DAVIES**

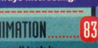
### SCORES



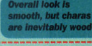


**GRAPHICS 81**
*Richly detailed, and varied throughout. Always interesting.*



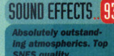
**ANIMATION 83**
*Overall look is smooth, but charas are inevitably wooden.*



**MUSIC 91**
*Produced to a very high standard. There's a CD to buy in the US!*



**SOUND EFFECTS 93**
*Absolutely outstanding atmospherics. Top SNES quality.*



**GAMEPLAY 91**
*Skillfully executed, and remarkably frustration free.*

**VALUE 90**
*Over when it's over, but it takes a long time getting there.*

**OVERALL**
*True to say the Super NES is set for its best Christmas yet in the UK. Quality games like this make decision making easy – buy it!*



- 3DO
- 3D SHOOT 'EM UP.
- STUDIO 3DO
- £IMPORT
- OUT NOW
- 1 PLAYER
- NO OTHER VERSIONS PLANNED
- NO OTHER VERSIONS AVAILABLE

# BLADEFORCE

**If you live in a bad neighbourhood, this game'll make you feel better about it. Mind you, if you don't, it'll make you feel better too!**

Got anything planned for your future? A nice job as a train driver perhaps? A lovely pension plan for when you retire to tend your shrubs? Or maybe total domination of Earth, with mankind as little more than pets to keep you amused? Well whatever, you can forget about it, because you've got no future, buddy. In the year 2110, our cities are going to be raised to the ground, replaced by 'The Meggagrid!' – a teeming hive of crime where all restrictive laws have been discarded. With the maximum prison sentence stretching to only two weeks, and mental health centres defunded, drug dealers, crazed psychopaths, and toxically-infected muties will be free to terrorise the innocent. And eat children. Probably. At least, that's the picture painted by *Bladeforce*, the all-new 3DO shoot 'em up. Still, look on the bright side: If *Bladeforce* is anything to go by, we'll all get to fly around with helipaks strapped to our backs. Perfect for a quick trip to the supermarket. Although it'll probably be a smoking ruin by then.



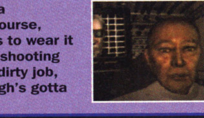






## COULD YOU LOVE... THIS?

This gruesome looking fellow is Dr Franz Grubert and he's behind the plot of Bladeforce. After his laboratory was firebombed (that's why he looks like that. It's not bad texturing) he decided to wreak revenge on the criminals of Meggagrid and to this effect has constructed... a helicopter backpack. Of course, you're the sucker who has to wear it and fly around each level shooting everything in sight. It's a dirty job, but someone stupid enough's gotta to do it.



## COULD YOU LOVE... THESE??

The 3DO might not be able to generate FMV to the same standard as the PlayStation or Saturn, but for sheer entertainment value its intros are second to none. Bladeforce's Silicon Graphics generated opening sequence is one of the funniest we've seen. It's also a good way to introduce the game's madcap villainous characters, each of which is behind one level of criminal mayhem.



*Here it is. The Meggagrid. Not a place to spend your holiday.*

*And these are the kind of people you can find there. Nasty folk.*

*This is Terrance Pitt. The kingpin of crime. Not only does he look like Tom Cox, he's just as grumpy too.*



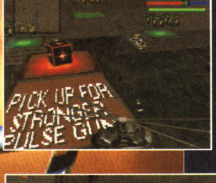
*The Steel Medusa Sisters. Green-blooded cyber-genetic women. In a can.*

*Recently escaped from the loony bin, ex-fire chief Pyro Megaly drives a fire truck that spews real fire.*



▲ Don't go down that way.






## THE POWER-UPS INFO BOX

Yeh, we know every time a shoot 'em up is reviewed there's a box about the power-ups, but for Bladeforce it's justified. Seeing as the power-ups take the form of giant rotating cubes that float above the cityscape, they're pretty hard to ignore. They're also essential if you hope to stand any chance of completing a level. So, here's a quick rundown of the main ones.



***CHARGER PAKS***

***You'll soon get sick of seeing these – there's around 100 to 200 of them on each level! Nonetheless, they're fairly importantly, speeding up, as they do, your weapon recharge and firing rate.***





***BOMBS***

***These are difficult to aim, but highly destructive. Shrapnel bombs explode scattering damaging chunks about, whereas toss and power bombs cause mass destruction right at the heart of the explosion.***





***PROJECTILES***

***These propulsion weapons come in three forms. Power projectiles are the standard type, although they can be boosted by collecting charger paks. Curve projectiles actually avoid incoming attacks, and Trackers are manually guided to their target.***



***HEALTH AND FUEL***

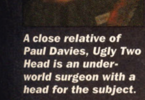
***The boring items to collect, but finding them is one of the main objectives of the game. Bladeforce really keeps you on your toes as you desperately search for these supplies before plunging from the sky, or being shot to death.***



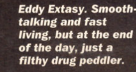

▲ Your mission, in summary.

▲ Ooh, I'm gonna be sick.





***A close relative of Paul Davies, Ugly Two Head is an underworld surgeon with a head for the subject.***



***Eddy Extasy. Smooth-talking and fast living, but at the end of the day, just a filthy drug peddler.***

***Reverand Bea Atch has the power of the third eye. Literally. It sits on her forehead.***

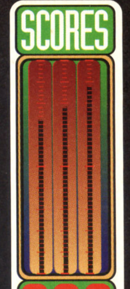
## VERDICT

### 3DO

Bladeforce's superb opening sequence really sets you up in anticipation of a brilliant game. The awesome futuristic vision filled with wildly hilarious characters, promises an action-packed shoot 'em up set among total urban madness. And at first, this looks set to be the case. Guiding your helipak around the massive levels is an enjoyable affair, with a sensation of flight realistic enough to have you lolling your head about. And blasting the various enemies, whilst collecting better power-ups proves satisfying... for a while. But all too soon it becomes extremely dull; mainly because it's so frustrating finding your way around the repetitive terrain, with very little motivation to find anything. The brilliant humour and vision of the intro is completely lacking from the actual game. There's no wild vehicles driving around mad roadways, or neon hordings, or people come to that. It just looks like a 3D maze with floating cubes. Ultimately, this is a game with a lot of plot creativity and few gameplay ideas.

**TOM GUISE**

## SCORES






**GRAPHICS 79**
A mention must go the superb intro. The in-game graphics are ok.

**ANIMATION 83**
The movement of the 3D environment is impressive.

**MUSIC 67**
Dynamic intro music, but annoying repetitive rock in-game.

**SOUND EFFECTS 62**
A lack of realistic noises considering you're in a city.

**GAMEPLAY 72**
Fiddly, but responsive controls. The levels prove quite dull.

**VALUE 69**
A lot of game here, but that's no so great 'cos its all so samey.

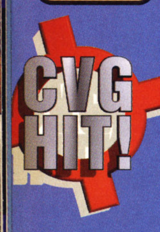
**OVERALL**
Bladeforce had the potential to be a wild futuristic shootathon, packed with crazy ideas. In reality it's a monotonous 3D maze blaster.



SATURN
SHOOT-'EM-UP
CORE
£44.99
OUT DECEMBER
ONE PLAYER
PC CD-ROM AND PSX VERSIONS PLANNED
NO OTHER VERSIONS AVAILABLE

**Mega-CD only has a couple of really good games, and Thunderhawk is one of them. So sit tight, as the Sega Saturn upgrade is now complete and ready for launch!**

# FIRESTORM: THUNDERHAWK 2




Airwolf and Blue Thunder. Hi-tech helicopters always need cool nicknames to match, which explains how the rather feeble Blue Thunder earned its title. The futuristic chopper in *Thunderhawk 2* has been christened 'Firestorm', which gets a CVG cool nickname rating of 9/10. The game's set in 1999, where not only the main helicopter, but all of the enemies' weapons and armour have been boosted from the original Mega-CD version. Potential pilots of Firestorm have to be on 24-hour alert and ready to be sent to any of the 26 missions around the world, covering eight operations where they have to use their new-found arsenal to save the world from drugs barons, arms smugglers, pirates, evil dictators. *Thunderhawk 2* has it all.







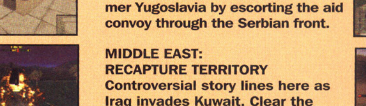

## OPERATING TABLE

**There are nine different operations to *Thunderhawk 2*. Each has three or four set missions which must be completed before another part of the world can be saved.**

**SOUTH AMERICA: ARMS RUNNING**
**Stop the Colombian drug cartels from smuggling in a load of weapons by blowing up the supply lines and arms plant.**



**SOUTH AMERICA: STEALTH DOWN**
**A Stealth bomber has been shot down in the jungle. Rescue the pilot and protect the secret technology in this night mission.**



**PANAMA CANAL: CANAL CRISIS**
**Protect the important shipping lane by destroying any blockades and surrounding enemies while safeguarding the boats.**

**CENTRAL AMERICA: RECAPTURE TOWN**
**Assist Costa Rican troops in taking back control of San Lorenzo from the forces of the evil dictator, General Hernando Dorada.**



**EASTERN EUROPE: ESCORT CONVOY**
**Break the siege of Zavnik in the former Yugoslavia by escorting the aid convoy through the Serbian front.**



**MIDDLE EAST: RECAPTURE TERRITORY**
**Controversial story lines here as Iraq invades Kuwait. Clear the beach area for the NATO troops.**



**MIDDLE EAST: OIL DISPUTE**
**Iraqi troops are also invading Jordan. Assist the Jordanian army in repelling the Iraqis to protect the precious oil.**



**SOUTH CHINA SEAS: PIRACY**
**Stop the murderous 'Black Skull Gang' of pirates from attacking passenger ships around a series of tiny islands.**



## CHOOSE YOUR WEAPON

Once an operation is selected, the weapons are chosen for the next mission; enabling the pilot to select appropriate bombs, and so on. These are the regular weapons which are in use most of the time.

MK-3 PENGUIN

MK-88 CLUSTER BOMB

MK-84 500 LB BOMB

RCS-233 ANTI-RUNWAY

FFAR ROCKET POD

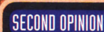
AGM-214 FIRESTORM












## SATURN

I was a huge fan of Mega-CD *Thunderhawk* when it came out, considering it to be one of the most amazing 3D shoot 'em ups of its time. So the Saturn version is something I've been eagerly awaiting. It's highly impressive too. The action is fast and the destruction count is as high as ever. However the Mega-CD version was ground breaking, and, while the Saturn version looks great, it isn't the amazing step up I'd hoped for. Rather than being a fresh new game, it's the same layout with spiced-up graphics. And even these, with their noticeable scenery build-up, could have been better. I also think the presentation is lacking, with static loading screens and radar mission briefs replacing the cool flying chopper and projector room presentation of the Mega-CD version. A very good game, but on Saturn it should have been gobsmacking.

**TOM GUISE**

## BOMB 'EM

**Enemies are now manufactured in polygon factories, as opposed to the original Mega-CD enemies which came from 2D sprite shops. So the detail of the tanks and choppers stays great even at close range. When any vehicles are destroyed, the drivers fall out of the wreckage and attempt to run away: time to shoot them with the biggest weapon you can get your trigger finger on for maximum death! Here is a small selection of the enemies.**

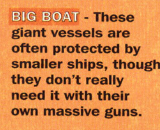
**CHOPPER - This style of chopper is nasty once it gets into the air because of its speed, but if you're quick you can catch it on the ground.**



**APC - These are fairly common on the land-based missions, but the tanks protecting them still cause some hassle in big numbers.**



**JEEP - These are heavily-armoured and have massive rocket launchers on the top. Not really – they just drive around waiting to be shot.**



**BIG BOAT - These giant vessels are often protected by smaller ships, though they don't really need it with their own massive guns.**



**GUN TURRETS - Though they're really just sitting targets, their constant barrage of tracer fire keeps you moving when they're near.**



## REAL HILLS!

One area where the Mega-CD *Thunderhawk* missed out was in terms of dimensions. The sprite scaling was used to produce a Super NES Mode 7 style effect, though the floor was always at one level. The superior 3D capabilities of the Saturn mean that the hills no longer have to be drawn on the floor – they can be real! There's only one downside to this: clipping. It was a big problem in *Daytona* and, even with some brilliantly ingenious cover-up plans, the building of the hills is still noticeable. The floor of the levels is still made from one huge bitmap, and the 3D hills are built on top of this when they get to a certain point. Sadly this appearing point is a little bit too close to the chopper, as can be seen in these pictures (Right).





## BACK IN TIME

Though it's billed as a sequel, *Thunderhawk 2* borrows a lot from the original Mega-CD game. In fact, just about all of the missions are based on those in the original, albeit with greatly improved graphics. One of the main differences is that the Saturn's missions have far greater playing areas, though it does have one operation missing that was in the Mega-CD version – Alaska.

### MEGA CD




(Above) The Mega-CD graphics look really garish with the machine's limited colour palette.



(Above) Funnily enough, the bridge in the Mega-CD version is at the same height as the water.

### SATURN






(Above) This is a similar section in the Saturn version and, as you can see, it looks much better.



(Above) In the new 3D Saturn version the bridge spans from one hill to another.



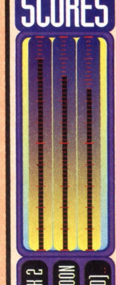

## VERDICT

### SATURN

The Mega-CD version of *Thunderhawk* was massively underrated in my humble opinion, because it combined what were then amazing graphics and sound, fast shooting and some excellent strategy. So it came as a pleasant, but cautious, surprise to find out that *Thunderhawk 2* was still pretty much the same game. The graphics are incredible with smooth polygon enemies and landscapes, though the pretty bad clipping does let them down a bit, as hills and buildings appear about halfway down the screen, often catching you out. The new views and 3D cockpit of the Saturn version add to the realism, really getting you involved with the game. Sadly, because I've played the original *Thunderhawk* through loads of times, I could remember lots of the missions and the gameplay's so similar that I felt I was playing the same game – but with much better graphics. Mega-CD *Thunderhawk* war veterans will feel slightly cheated because the game's not really a sequel at all, though everyone else will adore it, as it's brilliant.

**ED LOMAS**

## SCORES




**GRAPHICS** 89
Beautifully smooth 3D effects, but some awful image-popping.

**ANIMATION** 90
The enemies move brilliantly, though the FX aren't so good.

**MUSIC** 83
Up-beat whiney rock stuff with some okay guitar playing.

**SOUND EFFECTS** 86
Realistic explosions and chopper noises, but the voice grates.

**GAMEPLAY** 90
Action-packed all the way, with strategy added to boot.

**VALUE** 85
Fewer missions than the original, but still tough enough to last.

**OVERALL** 90
A classic shoot-'em-up brought up-to-date and improved. May be a slight disappointment to owners of the Mega-CD original but it's well worth investment for everyone else.

SATURN
RACING
SEGA
£IMPORT
OUT NOW
ONE PLAYER
NO OTHER VERSIONS PLANNED
MEGA DRIVE AND MASTER SYSTEM VERSIONS AVAILABLE

**Don't over-rev the engine or you'll cause the wheels to spin, and hurt your ears with the sound!**











**Looks very cool indeed from these stills, doesn't it!**

# HANG ON GP '95

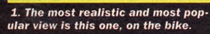
## "Grip the handlebars and gun the engine!", as the manual says. "Good grief", as we say.

Mega Drive *Super Hang On* was one of the most amazing games to be released at the machine's launch; with its amazing graphics, quality sound, and fast, fluid gameplay. Shame it looks, sounds and plays like a complete bag of excrement nowadays. The Saturn's got something to prove after the decidedly dodgy graphics of *Daytona USA*, and it seems a good idea that Sega are bringing *Hang On* up to date with their new technology. It's actually a completely different game, being based on circuit racing rather than the road racing of the first version, so it has been appropriately renamed *Hang On GP '95*.

## VIEW COUP

As ever, here are the three available views:





**1. The most realistic and most popular view is this one, on the bike.**



**2. Just like the original Hang On – the view behind the bike.**



**3. Here's the easiest view to play from, viewed from quite a way.**

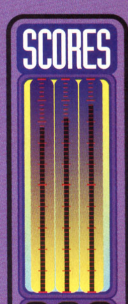



## VERDICT

### SATURN

This is a strange one. Though the game isn't all that good, I still forced myself to play it all the way through, swearing and cursing at the screen as the strange bike-handling had me crashing at all the wrong times. My biggest problem was the way that the game plays awfully with the pad: the bike is either vertical when you're not pressing anything, or horizontal as soon as you touch the pad. Also,if you brake on the way into a corner, the back wheel slides out and stays out, driving sideways very slowly until you wiggle the wheel from side to side, at which point the bike shoots off to the side and into a wall. Even with all of these complaints, and without mentioning the worst engine noise EVER, the game's worryingly addictive and fun, meaning that everyone in the office wanted to have at least a few goes. If you've got an Arcade Racer, you need this game to justify your £50. Otherwise, you're probably better off "hanging on" to your cash.

**ED LOMAS**




**GRAPHICS** 85
*There's not as much detail as Daytona. But clipping is way better.*

**ANIMATION** 84
*Nice bike movement, but the photo back-drops are really flat.*

**MUSIC** 70
*Sounds more like Golden Axe – or Conan the Barbarian!*

**SOUND EFFECTS** 42
*Worse engine noise than Game Gear games. Speech sucks.*

**GAMEPLAY** 76
*Frustrating but fun with the wheel. Bad with a pad though.*

**VALUE** 73
*The save feature keeps you playing, if you use the wheel.*

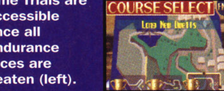
**OVERALL**
A weird blend of frustration and total addiction. The result is something you feel compelled to play, but don't really want to buy.

**76**

## PLEASE SELECT A RACECOURSE

Initially there are only three tracks open to tear up: Albatross Cliff Reef, Great Crimson Wall and New Dwells, though you can add extra sections of road by coming first on all three tracks in GP mode. Master these to get the secret Endurance Mode, in which you race around a course for 10 minutes, making refuelling pit stops, aiming to achieve pole position when the time runs out. Mirrored Time Trials are accessible once all Endurance races are beaten (left).






## UNFAIR COMPARISON?

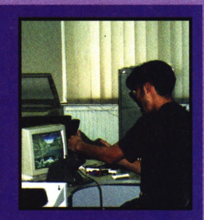
Just to remind ourselves of the original Mega Drive *Super Hang On*, we had a brief go of it to see how much games have moved on in the last six years. We didn't actually realise to begin with just how poor it actually is, and it makes the Saturn version seem incredible!





## WHEELY BWILLIANT

Amazingly, up 'til now the Saturn Arcade Racer wheel hasn't had a single game that works well with it. But the tide is turning and *Hang On* is infinitely better with the wheel than with a pad – so much so that this is probably the sole reason we dedicated so much time to playing it.



## VROOOM!

There are five different bikes to choose from at start of the game, ranging from the fast with bad handling, to slow with good handling. Outstanding performance is rewarded by another five bikes, including an awesome orange-coloured one!









## SECOND OPINION

### SATURN

I can't help thinking Ed's being a little harsh about *Hang On GP*. Personally I like the game, although perhaps not for all the right reasons. With the wheel it's amazing how accurate the steering is, and it's this single novelty factor that makes Hang On such a laugh. Play it with a joypad though and it's an abomination. The digital D-pad ruins the fine bike steering, clumsily swinging you left and right and making the game virtually unplayable. If you've got an Arcade Racer I reckon *Hang On*'s worth buying, because it's just the kind of fun you expected when you bought the wheel. If you want a serious racer though, you'll be disappointed. Even with the wheel, it just doesn't have the precise handling to keep you hooked, trying to shed seconds off your laps, like *Daytona* does. It's just a fun racer and that's all. With a terrible engine noise.

**TOM GUISE**

SUPER NES
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TWO PLAYER
NO OTHER VERSIONS PLANNED
NO OTHER VERSIONS AVAILABLE





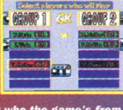













*Just in case you forget who the game's from, Ocean have plastered their logo everywhere.*

## ROCKIN' ROBIN




As well as the customary one or two-player exhibition matches, there are a host of gameplay options from which to choose. The first is tournament which allows up to six players to compete in a round-robin tournament to decide the winner. In League mode you play 26 matches hopefully winning enough to lift the title. There is also Cup Championship which is a straight forward knockout tournament.

**This game features 14 European nations, all of which are rated according to their skill. Don't be surprised if England win nothing.**





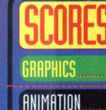

# 90 MINUTES

Ocean's 90 Minutes boasts a unique gameplay mode in which you take a complete novice from the street, train him in a variety of skills, and place him into the national team of your choice – just like the England setup. Players have a pass and hoof button, and, although there is an X that appears on the field to show where the ball will land, it's usually cut out only for the computer to do the same thing. It's virtually impossible to score outside the box. In fact it is extremely difficult to score from further out than about eight yards. Obviously Ocean are hoping this brand of true grit soccer is going to do well against the reigning champs (you know who they are). Let's see if it's worth the price of a ticket.




*Sorry, not a foul. He slipped on this banana I have here.*



## SCORES

| | |
|---|---|
| GRAPHICS | 82 |
| ANIMATION | 78 |
| MUSIC | 76 |
| SOUND EFFECTS | 79 |
| GAMEPLAY | 81 |
| VALUE | 82 |
| OVERALL | 81 |

## WAY TO GO!




Every time there is a fifty-fifty ball the play freezes and switches to a one on one screen. Both players have to select a direction on their controller with the defender having to guess the same as the attacker. If he guesses wrong he can do nothing except watch the forward as he races towards goal.

## VERDICT

### SUPER NES

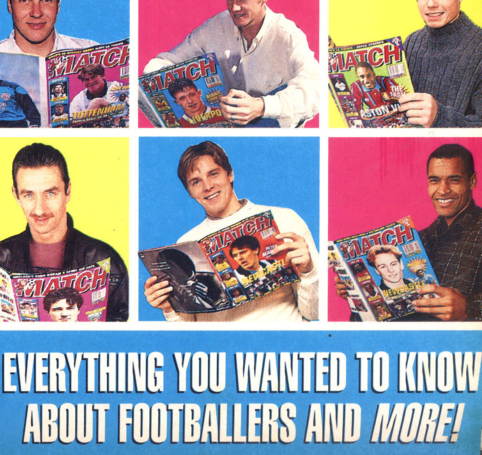
With ISS Deluxe and FIFA 96 already out, Ocean face an uphill battle even before they kick-off. The game starts out okay with a host of options, and the gameplay is good. The fluency with which you can pass your way up the field is as good as any other football game on the Super NES. However, just as it looks like it can compete with the big boys, it becomes a tad disappointing. Problem is there are so many minor irritations that spoil what could have been an excellent game. When playing the computer you can't help but get frustrated every time he goes one-on-one, only to chip the ball in the air, jump higher than the keeper and head it into an empty net! European Prime Goal starts out as a very good game and it has to be said it plays very well in two player mode but at the end of the day this is just another football game struggling to survive in the Premier League

PAUL DAVIES





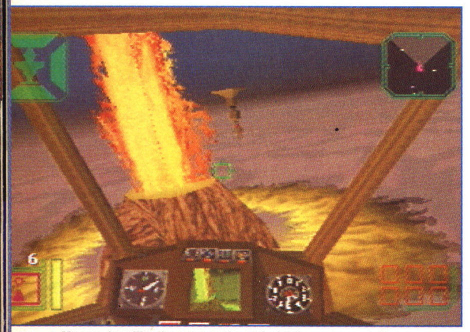




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OUT NOW.............
1 PLAYER.......
NO OTHER VERSIONS PLANNED.............
NO OTHER VERSIONS AVAILABLE..........

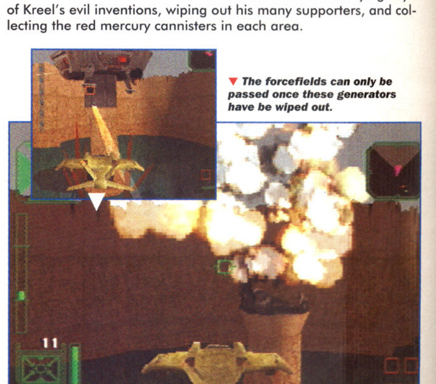
# WARHA

**Stop a madman's plans to dominate the world with red mercury! (Isn't that the stuff they put in barometers?)**



▲ ***Mmmm, just like the spot on the end of Ed's nose popping.***

Kreel may sound like a painful bottom complaint, but it's in fact much, much worse than that. It's a bad guy who's using a strange power-source called red mercury to fuel his evil world domination inventions, upsetting a lot of people in the process. As is always the case, there's only one aeroplane agile enough, and two pilots cool enough, to save the world from Kreel. Warhawk's missions involve destroying any of Kreel's evil inventions, wiping out his many supporters, and collecting the red mercury cannisters in each area.



▼ ***The forcefields can only be passed once these generators have be wiped out.***

## SHIELDS ON!



**The damage system in *Warhawk* is quite different to most other games. There are four outer shields which are depleted every time they are hit, though they recharge over time. The ship itself is only damaged when a direct hit is scored on a particular section with no shields remaining. This is represented in the game by this square diagram, showing exactly which parts of the Perigrine have been damaged.**

## BIRDWATCHING

**Though the main vehicle in *Warhawk* is an aeroplane, it handles far more like a helicopter – being able to hover and launch vertically. Its full name is the XA-165 Perigrine, and it is packed with weapons.**

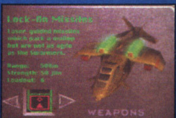


***MACHINE GUNS – Liquid-cooled protonic impulse machine guns firing at 1500 rounds per second.***

***ROCKETS – Small and unguided but with a rapid firing rate. Their size belies their hidden power however.***



***SWARM MISSILES – Fires a group of missiles from around the plane, which home in to the same target.***



***LOCK-ON MISSILES – Powerful laser-guided missiles which lose their target if it moves quickly out of range.***

# WK

## PPPPICK-UP A BONUS

As with most shooting games there are power-ups to be collected to give the Perigrine more weapons or armour. Here are the more interesting ones:



***SHIELD RECHARGE** – Repairs any damage to the plane and recharges the shields to full. Always helpful!*



***CANNONS** – Upgrades your machine guns to double the power, which means double the damage.*



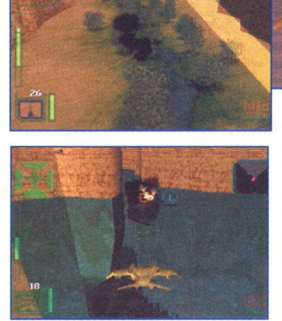
***SUPER SWARMERS** – Upgrades the swarm missiles, making them twice as effective.*

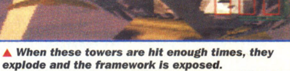


***ULTRA LOCK-ONS** – Enables the lock-on missiles to become more agile and, of course, powerful.*

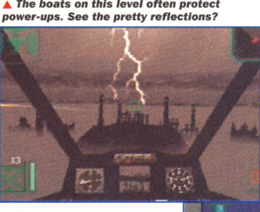



***KREEL'S ENERGY CANNISTERS** – These are the cannisters of red mercury for which you are searching.*



▲ ***When these towers are hit enough times, they explode and the framework is exposed.***



▲ ***The boats on this level often protect power-ups. See the pretty reflections?***

### SECOND OPINION

### PLAYSTATION

I was, and still am, a big fan of the groundbreaking Super NES 3D flight games like *StarWing* and *Pilot Wings*, so to me this looked as though it could be something fantastic. Though there's more freedom of movement it doesn't have the same "action" feel, as you just seem to be trying to shoot your main targets while wave upon wave of enemies pound you from all over the place. No matter how many foes are destroyed there always seem to be at least as many replacements, making it pointless to bother with them. Of course it's impressive at times – like when you're flying through claustrophobic tunnels dodging flames and guns, or nose-diving through the clouds. The handling of the ship seems fairly natural after a while and the freedom to go where you want makes it fun, but it's not the classic experience I'd hoped for.

**PAUL DAVIES**



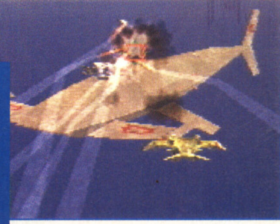

***PLASMA CANNON** – Takes a long time to charge fully and is difficult to aim but is powerful at close range.*




***FLASH BOMB** – Has to be collected but removes all enemy fire from the sky, as well as temporarily blinding other pilots.*



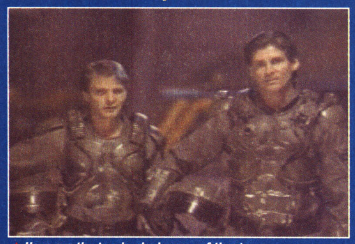

***DOOMSDAY BOMB** – Also has to be collected but does massive amounts of damage to damn near anything.*



▲ ***The swarm missiles not only look nice but they also lock on to their target, making them one of the more useful weapons.***

## AT THE FLICKS

Between missions, the pilots are given a talking to by their commander, who explains the plot as it evolves. She also shouts at the blokes if they give her any lip, though we reckon that Walker secretly fancies her...



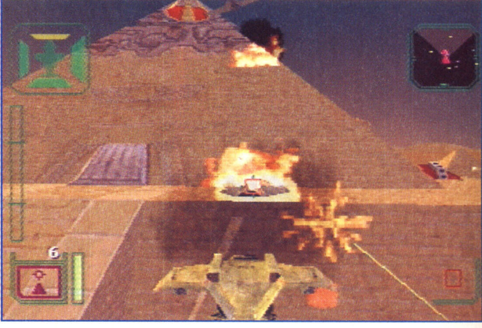
▲ Here are the two hunky heroes of the game.



▲ This is Walker, who looks a bit like Starbuck from Battlestar Galactica.



▲ This is the pilots' boss and the one that Walker fancies. Tom Guise does too.



▲ Wiping out these generators is the key to opening the pyramid to get at the red mercury power source.

## BIRD OF PREY



The super Perigrine ship is warped into the middle of a small desert town with Kreel's super pyramid looming on the horizon.



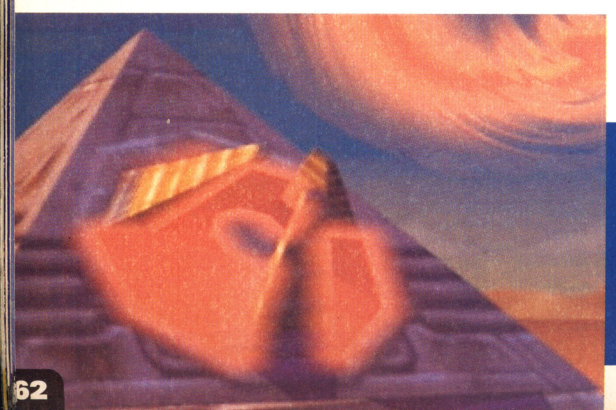
The armed obelisks seem the most obvious place to start attacking as they do lots of damage with their rapid-fire.



Once the guys have destroyed the towers, the pyramid raises, exposing these red generators.



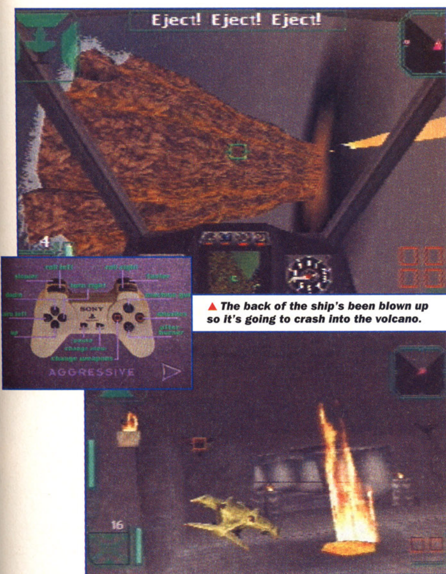
There are eight to be destroyed, and the big gun on the top of the pyramid doesn't help the good guys.



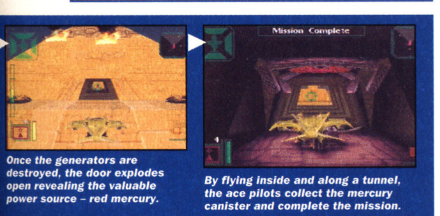


## RENDERED HELPLESS

An interesting feature of the game is the rendered cut-scenes which kick in during the game. For example, on the first level when the giant pyramid is destroyed, a rendered sequence appears showing the explosions in more detail. It's a nice touch and thankfully doesn't ruin the flow of the game at all.

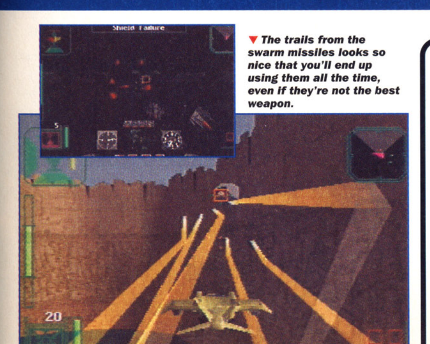



▲ The back of the ship's been blown up so it's going to crash into the volcano.




Once the generators are destroyed, the door explodes open revealing the valuable power source – red mercury.

By flying inside and along a tunnel, the ace pilots collect the mercury canister and complete the mission.

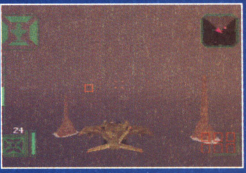



▼ The trails from the swarm missiles looks so nice that you'll end up using them all the time, even if they're not the best weapon.

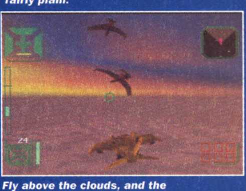


## ENLIGHTEN ME

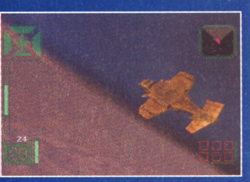
**One of the nice graphical bits of *Warhawk* is the light-sourcing. This simply means that the main ship is affected by the light coming from the sun, as can be seen in this sequence.**



Here's the ship under the clouds and, as you can see, it looks fairly plain. ▼



Fly above the clouds, and the orange glow from the sunset lights up the wings and body of the ship. ▼



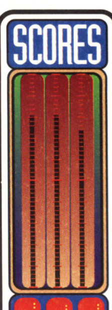
By turning the ship around, light falls across whichever part of the ship it touches.

## VERDICT

### PLAYSTATION

It's really obvious that *Warhawk* is from the same people as *Twisted Metal* as it uses many of the same graphical effects, such as the flame trails from the missiles. Fortunately, the 3D is slightly neater than their other game, with some of the best light-sourcing effects around. To begin with, the game's pretty dull and confusing but once you get onto some of the later levels and master the controls, you can really get into the strategy side of it. There are some sections which are very tough, as there are masses of enemies attacking all at once, and some of the larger baddies cause ridiculous amounts of damage. The sound and full-motion video sequences create a movie feel, drawing you further into the missions, increasing the lastability by making you want to play through to see the plot unfold. Even with all of these good points Warhawk doesn't strike me as a classic, partly because the difficulty is off-putting, and because it looks distinctly unstylish in places.

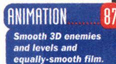
**ED LOMAS**

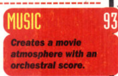








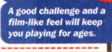


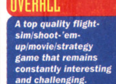








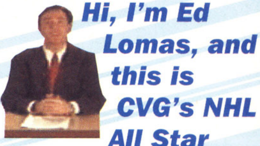





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# NHL ALL STAR HOCKEY 1995



***Hi, I'm Ed Lomas, and this is CVG's NHL All Star Hockey review. If you want to know more about the game, use your "eyes" located in your "head", to read on.***

Electronic Arts' range of ice hockey games has now entered it's fifth stage of metamorphosis on the Mega Drive, and has also spread its seeds onto other formats, with Saturn and PlayStation versions coming soon. These games are probably the only way many Europeans got to know of any NHL teams or players. We'd wager that this unwitting publicity is definitely going to be where most sales of Sega's new hockey game will come from. Seeing as it doesn't look like anyone's going to do a big budget British ice hockey game starring teams like the Durham Wasps and Medway Bears, you're going to have to learn about the NHL players. And where better to start than the stat-stuffed NHL All Stars?

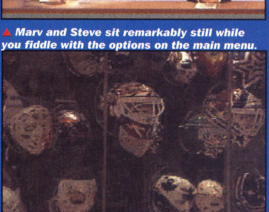
## WE'VE GOT THE POWER!

**The best part of this game is the incredible presentation. From the second you boot up the Saturn you feel like you're watching TV. The commentators Marv Albert (who appeared on ex-Pink Floyd member Roger Waters brilliant 'Amused to Death' album) and Steve Gallagher even announce that there is a Hot Weenie Sale, and tell you when any children get lost. Awesome!**




▲ *Marv and Steve sit remarkably still while you fiddle with the options on the main menu.*





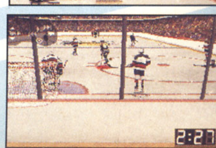
▲ *Our favourite feature of the game is Coach Labou, and his 'Locker Room' slot after the first period of every match. He spouts loads of rubbish about tactics and stuff in a strong French Canadian accent, then throws things around if you aren't playing well. We love him!*

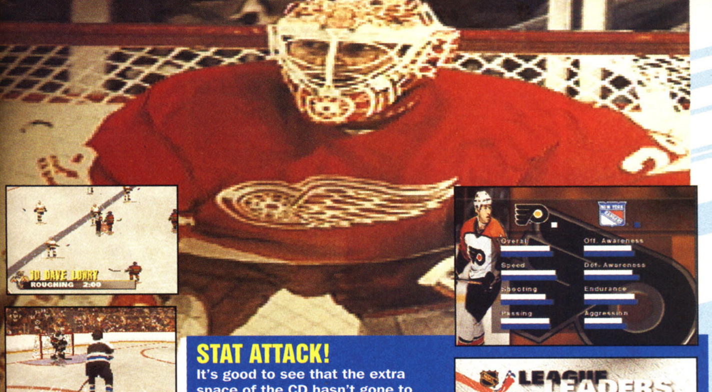





▲ *Here's something intriguing for you discuss amongst yourselves. When you start a season or cup, an option screen appears asking where you want to save your games: Saturn RAM, Cartridge or Other – with a picture of a floppy disk!*






## STAT ATTACK!

It's good to see that the extra space of the CD hasn't gone to waste in NHL, rather it's packed to the circumference with masses of statistics. These aren't just pages of figures either, there's a long FMV history of ice hockey, a tour around the hall of fame, complete histories of players and, to satisfy all of the fanatical Americans, EVERY player card. They've even got photographs of all the players in various poses which can be flipped and rotated about.

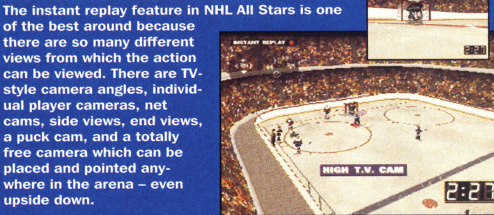
LEAGUE LEADERS

| POWER PLAY GOALS | | GP | G | A | PP |
|---|---|---|---|---|---|
| 1. C. Neely | BOS | 42 | 27 | 14 | 16 |
| 2. D. Audette | BUF | 46 | 24 | 13 | 13 |
| 3. O. Nolan | QUE | 46 | 30 | 19 | 13 |
| 4. A. Mogilny | BUF | 44 | 19 | 28 | 12 |
| 5. P. Bondra | WSH | 47 | 34 | 9 | 12 |
| 6. R. Sheppard | DET | 43 | 30 | 10 | 11 |
| 7. A. Yashin | OTT | 47 | 21 | 23 | 11 |
| 8. B. Nicholls | CHI | 48 | 22 | 29 | 11 |
| 9. D. Oliver | EDM | 44 | 16 | 14 | 10 |



## ANY WHICH WAY BUT LOSE

The instant replay feature in NHL All Stars is one of the best around because there are so many different views from which the action can be viewed. There are TV-style camera angles, individual player cameras, net cams, side views, end views, a puck cam, and a totally free camera which can be placed and pointed anywhere in the arena – even upside down.

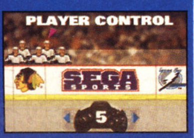





▲ *Tommy Cox does a great impression of the goal siren.*

## SKATER'S DOZEN

One of the game's biggest selling points is that it's 12 player compatible. This doesn't come cheap, however, as you'll need two multi taps and 12 joypads (that's £299.86 for the pads and adaptors, at a rough guess). The other problem is that you need 11 friends, which is probably even more expensive. When you play with 12, each player controls one character for the whole match, so you get great "who's going to be the goalie?" fights before the game.



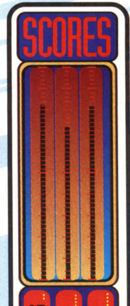

## VERDICT

### SATURN

The intro and presentation of this game is probably the best ever, really giving you an excellent sense of actually watching the match on TV. Though the graphics may look brilliant from the screenshots, the animation on the sprites is quite awful and they look like bad Mortal Kombat characters up close. The only bad thing about all of this presentation is that it takes literally hours to look through, sending non-hockey fans asleep within a couple of minutes. The game doesn't actually play quite as well as the 16-bit hockey games, partly due to none of the views being as simple, along with clumsy characters. With a bit of patience you can get into it, playing almost as smoothly and quickly as the old NHL games, though it does take some work. If you ignore the only real downside of the dodgy player graphics then you've got an excellent sporty experience.

**ED LOMAS**

## SCORES






**GRAPHICS 77**
Excellent rink graphics ruined by horrible digitised characters.

**ANIMATION 75**
Smooth rink movement but dreadful player animation.

**MUSIC 84**
"Real" but old intro music and suitably cheesy organ playing.

**SOUND EFFECTS 85**
Top-notch speech and puck noises but annoying grunts.

**GAMEPLAY 86**
With some work it's really fun. Add more players for more fun.

**VALUE 89**
The great game and info makes for an excellent package.

**OVERALL**
An excellent ice hockey game which takes some getting into, but will last ages with all its options and statistics. Essential for fans of NHL and multi-player games.

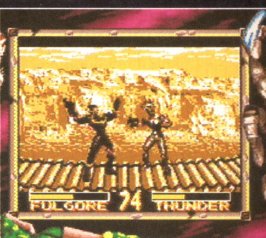
**83**

GAMEBOY
FIGHTING
NINTENDO
£29.99
OUT DECEMBER
1-2 PLAYERS
NU 64 SEQUEL PLANNED
ARCADE AND SUPER NES VERSIONS AVAILABLE

# KILLER INSTINCT

## What next – Ultras from a wrist-watch!

Game Boy has long been associated with cool conversions of ridiculously out-of-the-question coin-ops. Konami led the way with their shoot 'em up *Parodius* back in 1991. Then Irem handled faithful conversions of their *R-Type* shoot 'em ups. Obviously there's a pattern forming here. You guessed it – Game Boy's great for shoot 'em ups. Why? Because you only need one button. Two at most. But beat 'em ups, they're a different story.




**One of the best-remembered April Fools run by CVG was the one where we said *Street Fighter II* was coming out on the little grey hand held. Many a true word spoken in jest is about all we have to say about that one. Now Nintendo have coaxed Rare into micronising *Killer Instinct*, nobody's all that surprised. Especially since the *Mortal Kombat* games, and *Primal Rage*, and *World Warriors*, and *Fatal Fury*, and on, and on, have all got there first. So what's the big deal?**











## BIG DEAL: PART THREE

**Impossible though it may seem, all fighters have retained one No Mercy, and one Humiliation move. Unfortunately Orchid's zipper antics have been 'censored', in favour of the frog!**











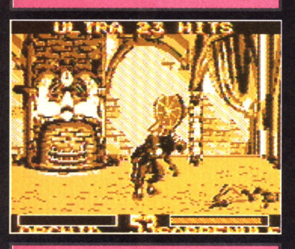
## BIG DEAL: PART ONE

**Eight of the ten original Ultratech contestants have made it onto Game Boy. Only Riptor and Cinder are missing. Our guess is that both characters require more than their fair share of memory to accommodate – Riptor because he's so big, and Cinder because he exists in three states.**

## BIG DEAL: PART TWO

**To solve the problem of having just two buttons instead of six, Rare mapped reduced power hits into some of the specials. For example Jago's Tiger Fury is stopped short by tapping punch twice. Keep the pressure on for heavier blows. Simple chaining still works.**
















## BIG DEAL: FINAL

**The game's biggest selling point is its biggest criticism – the outrageous combo 'strategy'. No point arguing its pros and cons here, suffice to say all the King, Master, Killer, you name it, combos are modified for inclusion on Game Boy *KI*. Ultras are still among the finest ways of finishing an opponent, ever!**

### VERDICT

**GAMEBOY**

I'd much rather Nintendo bid Game Boy farewell with another *Zelda* or *Mario* title, but there's no denying Rare have achieved something outstanding with *KI*. Again. So long as you approach the game with a mind that it's kind of a toy version to mess around with, it's exactly what any fan could hope for – minus the two problem characters. It's easy as ever to stumble across big-hitting combos, which is less rewarding when playing the computer than matching wits with a friend, so this is definitely one to link up on the train/ beach/ plane, whatever. However if you plan going head to head at home through Super Game Boy, you're obviously far better off with the full-blown Super NES original.

**PAUL DAVIES**




| | |
|---|---|
| GRAPHICS | 92 |
| ANIMATION | 90 |
| MUSIC | 89 |
| SOUND EFFECTS | 76 |
| GAMEPLAY | 92 |
| VALUE | 90 |

OVERALL




CASIO
CTK-50
KEYBOARDING FOR JUST
£79·99
Go on live dangerously
Jump on a Casio board and start making your own music. With the CTK-50, for less than 80 notes you get a full size board with 49 keys – count them.
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CASIO®

PLAYSTATION........
SPORTS........
WARNER ........
£39.99...............
NOVEMBER.........
1-2 PLAYERS.......
NO OTHER VERSIONS PLANNED.............
NO OTHER VERSIONS AVAILABLE..........




As you can see, players aren't so skilfully rendered.

**If there's one thing the PlayStation won't be lacking come 1996, it's soccer games. Cup hands, here comes Warner...**

# STRI

With C&VG being a multi-format magazine, *Striker* is no stranger to these pages. Having appeared on a number of formats, *Striker* is as well known a soccer game brand as the likes of *Sensible, FIFA*, and *International Super Star Soccer*. So what should we expect from the PlayStation incarnation of the aforementioned *Striker*? Well, certainly all of the features and moves we've come to expect from such games are here, only this time souped-up – with all of the PlayStation's hardware busy manipulating the players at an impressive speed, not to mention the pitch views rotating and spinning in a groovy way. Ah, if only the game relied on these things... Problem is, the 'make or break' factor with any sports simulation is entirely down to the playability of the game.





## WHAT A VIEW!

**You certainly can't fault *Striker '96* as far as variety of camera angles go. I mean, just check out these little beauties...**

STEADYCAM

SIDELINE

CLOSE-UP

DYNAMIC

HIGH

WIDE

REVERSE

## VERDICT

### PLAYSTATION

Sorry folks, but I'm just not sure about *Striker '96*. There is fun and enjoyment to be had, but looking forward to *FIFA '96*, I think *Striker '96* remains only 'Adequate'. Though the game can be flowing, there's generally too much long ball play for my liking, and the fact that most tackles result in play stopping doesn't help. Andy Gray (a man I previously had no feelings for whatsoever) is now a man I'd gladly punch for, oh, at least three hours, as his crimes to human sanity are great indeed. I can only refer to the option to turn him off as my favourite feature in the game. *Striker '96* isn't dreadful by any means, it's just not the best footy game on offer, and forty quid is too much money to part with lightly.

**MATT BROUGHTON**



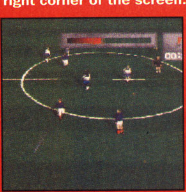




# KER '96

## I WANT MORE POWER!

No random 'tonking the ball' here folks, it's all done with a damn handy power bar, which you'll find in the top right corner of the screen.



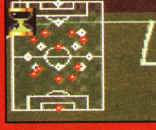
## SPOT SHOTS

As is traditional, should you get a throw in or a free kick, up pops a little target for added accuracy.

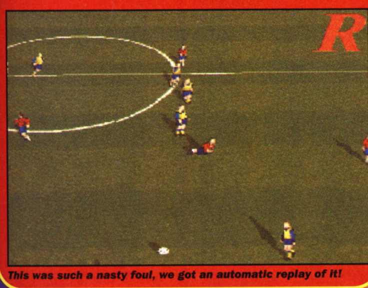
### And here come the lads!




Just in case you're really stupid, the game shows you enormous flags. Watch out for "GOAL KICK!" It's a beauty.



Don't know where your mates are? Have a look in the top left-hand corner.



This was such a nasty foul, we got an automatic replay of it!



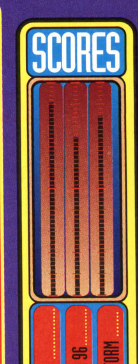
## SECOND OPINION

### PLAYSTATION

Though all of the headers, volleys, over-head bicycle kicks, and lobs in *Striker '96* are easy to execute and a joy to behold, the gameplay is let down by the fact that, after an initial bout of 'trying to be clever', you'll probably find that just whacking the ball up the field and employing that age-old 'goalie can't stop a diagonal shot' technique always pays the best dividends. *Striker '96* features a good selection of teams to play with and a number of conditions to play in which makes it more interesting. Passing play is relatively easy to string together, and having the power bar for shot strength (a la *FIFA*) and effective after touch also avoids the feeling that you've little control over results. All said and done, I am but one man with one man's opinion, but I think this is totally overshadowed by EA's *FIFA '96*.

**ED LOMAS**

## SCORES




**GRAPHICS 73**
Pretty enough, but nothing remarkable.

**ANIMATION 74**
Again, nothing much to complain about.

**MUSIC 69**
Not too much trouble with a soccer game, but passable.

**SOUND EFFECTS 70**
Clear soeech, but Andy Gray repeats himself over and over.

**GAMEPLAY 77**
Not completely bad, but the player control isn't exactly stunning.

**VALUE 74**
Very much down to how enthusiastic you are about the genre.

**OVERALL**
It feels more like a souped-up 'old game' than an original 32-bit product. In danger of being quickly bested by forthcoming footy games from elsewhere.

**76**

- SUPER NES
- PLATFORM
- NINTENDO
- £TBA
- OUT DECEMBER
- 1-2 PLAYERS
- NO OTHER VERSIONS PLANNED
- NO OTHER VERSIONS AVAILABLE

# DONKEY KONG COUNTRY 2: DIDDY'S KONG

With the rise of the super console, we're all just a tad too blasé about rendered graphics and expect much, much more from our games. Diddy's Kong Quest, then, is facing something of an uphill struggle, in order to swing its way into our oh-so sophisticated affections. Still, we very much doubt that anyone at either Rare or Nintendo is particularly worried. You see, Rare have taken heed of their critics and upped the challenge all-round. Also and, perhaps, most remarkably, they've bettered the graphics too.

CVG HIT!

## MONKEY MAGIC

**So Donkey's kidnapped and the Kong Kids are left with the task of rescuing him. Why they didn't bring the police in on the job remains a mystery, however, their predicament is not as desperate as at first seems. Diddy's Kremling-toppling somersault is deadly as ever, and Dixie is not averse to dispatching the odd baddy or nine with her twirling ponytail of doom. Working as a team, Diddy or Dixie may pick up the other chimp and hurl him/ her either at an enemy or, better still, up to a hitherto unreachable platform.**







## KREMINALLY MINDED

**Last month we introduced you to the many Kong-friendly critters encountered throughout the game. This month it's the turn of the bad guys – the Kremlings. There are far too many to meet in one sitting. Here are the very worst.**

***KLINGER:** If a level's got ropes or chains in it, it's guaranteed to have legions of these scurvy, skinny seadogs in it too. Grr.*

***KACKLE:** You can't kill what's already dead, but it can sure have a go at killing you!*

***KLOAK:** Spooky Kremling who makes unexpected appearances, then chucks something unpleasant your way.*

***KUDGEL:** This frighteningly large klub-karrying Kremling likes nothing better than a spot of batting practice!*

***KLOMP:** In keeping with the swashbuckling theme of the game, this Kremling has a piratical peg-leg.*



***KANNON:** He's big, he's fat, he's got a big, nay, hu-uge gun and we be most afraid of him.*

***KROOK:** Big on overcoats, short on hands. Krook makes his presence felt practically everywhere.*

***KUTLASS:** What's small, green, cute and in possession of two sharp and deadly swords?*

***KLOBBER:** Plainly this Kremling has lost his underpants. Why else would he hide out in barrels?*

***KAPTAIN K. ROOL:** Kommander-in-chief of the Kremling Krew and a frighteningly fixated fan of bananas.*

***KRUNCHA:** These huge guys are best left alone altogether - bouncing on them makes them angry.*





**Donkey Kong Country is the fastest selling console title – ever. But we'd never seen its likes before on the Super NES. In 1995 what more is there to impress?**

# QUEST

## BARRELS O'LAFFS

Remember those barrel sections in DKC? How we laughed as we died time and time again because we just weren't skilled enough. Bad news: In Diddy's Kong Quest the many barrel-based sections are even tougher. Many of them now have the added peril of being set in bramble-filled mazes that require preposterously accurate navigation. Double bad news: There are also several new types of barrel to contend with. Standard Blaster barrels are now steerable in some sections but only for a short while. Others open or close doors, add or subtract time and even offer temporary invincibility and then you've got to be aware that certain breeds of Kremling choose barrels as their preferred habitat.

## FROM ZERO TO HERO

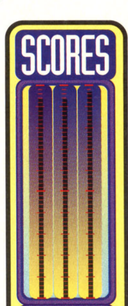
Hey, it's not all about bouncing on baddies and collecting bananas in this game you know! There is much to be gained from collecting the many varieties of coin available: Kremcoins are the only means of paying your way into the Secret levels. Other worthwhile currency is Cranky's Hero Coins. These are perhaps the hardest to find, as they're worth their weight in gold when it comes to the final reckoning at the end of the game. Players with enough Hero coins can even earn themselves a place in the much-coveted hall of fame, taking the podium with a fully rendered Mario, Yoshi and even Link!

## VERDICT

### SNES

There was a period last year, shortly after we'd all shelled out for Donkey Kong Country, when we all realised that as smooth and impressive a product as it was, it was easily beaten. Happily this is certainly not the case with Diddy's Kong Quest. It's as silky smooth to play as ever, but tougher by far, thanks to trickier challenges and broader variety of game-styles that see the Kongs negotiating windy tunnels, clinging to swaying giant bulrushes and taking control of a parrot in a race through a deadly thorn maze amongst many other things. Graphically it's more impressive too: The shafts of light that break through the trees in the swamp levels is particularly smart. All told it's a better game and more than I was expecting of a sequel.

**PAUL DAVIES**




**GRAPHICS** 95
Large, well-defined characters, great effects and beautiful art.

**ANIMATION** 94
Animation on all sprites is incredibly smooth.

**MUSIC** 93
Magical tunes which fit the atmosphere of each level brilliantly.

**SOUND EFFECTS** 90
Great ape noises and excellent samples elsewhere.

**GAMEPLAY** 94
Hugely improved and more varied, but just as easy to pick up

**VALUE** 90
Pricey for sure, but an extremely high quality item. A bargain, even!

**OVERALL**
Better graphics and more polished gameplay make this a better product than DKC in every way. Investigate with extreme urgency!

**94**

PLAYSTATION
SPORTS SIM
EA
£TBA
NOVEMBER
1-4 PLAYERS
VERSION PLANNED
VERSION AVAILABLE

# FIFA '96

**Like all of the big money transfers that have been surprising the Premiership this season, the PlayStation has seen a lot of activity where football is concerned. The latest in a long line of signings is FIFA '96.**



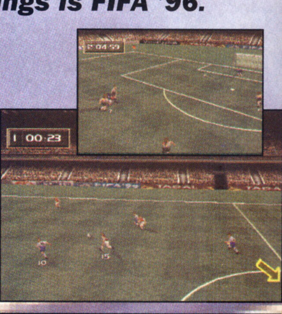






Either I see England win the World Cup before I reach 60, or, through the bitter disillusionment of age, I spend my twilight years hunting down every England manager in history (apart from Alf Ramsey of course) and seeing to it that they breathe their last breath strapped to a goal post with the Yeboa of the day aiming rocket shots at their nether regions! Even the European Championships would appease me. Why oh why can't England play like a decent team now and then?! EH? EH?!!...
Oh well, at least there are football games where I get the chance to play God and see Blighty lift the magical trophy. In fact, I can do more than that. With *FIFA '96* I can also see my club team to victory in the Premiership, play with or against the best in Europe, and even take on club teams from other continents. You see, *FIFA '96* is probably the most comprehensive football game yet created, with international and club teams from all over the world. What's more, each team contains the genuine players. So no David Plaths, Ryan Friggs or Steve McScanamons to put up with. Just to top up the sense of authenticity, *FIFA '96* also includes commentary from that mine of footballing knowledge and all round commentary guru, John Motson.
Expect to see all of the usual stuff found in footy sims from this day and age; like the opportunity to change formation and strategy, instant replays and loads of camera angles from which to view the action. So there you go! Get those studs on, slip in your shin pads, practice your 'you must be joking' expression to use on every decision the ref makes, and kick off!







## WORLD CLUBBERS

**One of the really smart things about *FIFA '96* is that you can play as a club team. How do you fancy Arsenal taking on the Malaysian club Johor? Well there are eleven leagues from around the globe to choose from. There's even an EA Custom league where top stars from Europe take on the best of Africa, or the old tradition of a great team versus the 'rest of the world' is possible. Choose to play as a team in the Premiership, and you have a proper season involving home and away matches.**







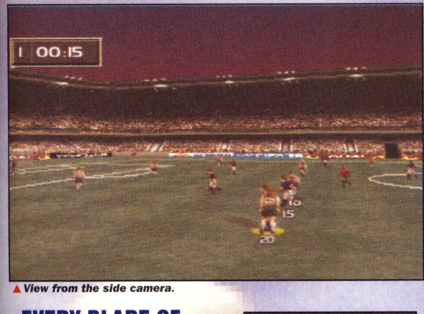
▲ *It's Arsenal versus the rest of the world! And if you ask Tommy Cox, they're gonna win an' all!*

**VERDICT**

### PLAYSTATION

The PlayStation has been swamped with footy sims since its release, and although the likes of Goal Storm have proved quite impressive, a truly spectacular title remained elusive. Elusive no longer though because *FIFA '96* is definitely it. To start with, it plays like a dream. This is football – one-two's, moving in triangles, attacking on the break, set pieces – it's all just how you see the real thing. This is thanks not only to the detailed graphics which let you see a player shimmy, turn on the ball and all the rest, but to the really intelligent game logic which makes the pass to exactly the player you wanted it to and maps out the action so that it moves at the right pace. The finishing touch is the John Motson commentary. Normally this sort of thing proves a bit disastrous, but on this occasion there's just the right amount of speech to give the action that extra buzz. One of the best footy sims around.

**ROB BRIGHT**

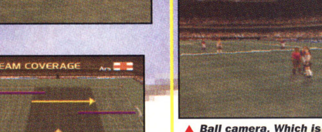


View from the side camera.

## EVERY BLADE OF GRASS

*Anyone familiar with FIFA on 16 bit consoles is aware of the various strategy options that are available. The PlayStation version quite sensibly maintains these and here they are:*
*TEAM COVERAGE: This option organises the territory in which you defence, midfield and attack move about. If for example you want to play in an attacking style then both the defensive and midfield territories should be pushing up to the offensive line.*
*TEAM STRATEGY: This is the overall battle plan of your team, whether it be to play a generally defensive, an attacking game, or in moments of pressure an all out defence or attack. Alternatively you can decide to have none at all and free the players up for a touch of inspiration.*
*TEAM FORMATION: Pretty self explanatory really. The most usual formation is a 4-4-2 but if you want to dominate the middle of the park or have some skilful defenders you might employ a 3-5-2. There is also a sweeper system available if you feel your defenders are apt to make mistakes.*



Pull those stomachs in! Stick those chests out. We're Arsenal, remember!



Cable camera – the view from above

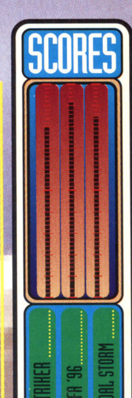


Ball camera. Which is absolutely mad!

## A SHOT WORTH SHOOTING

What with the irrepressible John Motson passing comment over the proceedings, FIFA '96 has a distinctly televisual style. Something that is enhanced by the choice of seven camera angles which place you either right in the thick of the action, have you looking down from a distance, or roving around with the action. Obviously each has its merits: The closer you are, the more exciting the action feels, but keeping a distance enables you to see more of the play and thus string together passes and execute set-plays more successfully.

Stadium camera. Soon find out whether that was a dive!




**GRAPHICS 86**
Very fine intro sequence, and small but well detailed players.

**ANIMATION 88**
Players pull off some really realistic twists and turns.

**MUSIC 85**
Bit of wah-wah guitar in there and a catchy theme tune.

**SOUND EFFECTS 90**
Prett convincing all round. Especially the commentary.

**GAMEPLAY 93**
Brilliant game logic and easy to get in to. Anyone can play.

**VALUE 93**
Loads of teams and leagues. Unrivalled two-player action.

**OVERALL**
The best footy game to make it to the PlayStation yet. A must for fans of the game.

**91**





PLAYSTATION
SHOOT-'EM-UP
GT INTERACTIVE
£44.99
OUT DECEMBER
2 PLAYERS
3DO VERSION PLANNED
PC, SNES, 32X VERSIONS AVAILABLE

# DOOM

**Doom me a favour, plug me into a PlayStation. In other words: the second best reason to buy Sony's cool machine this year, is right here!**



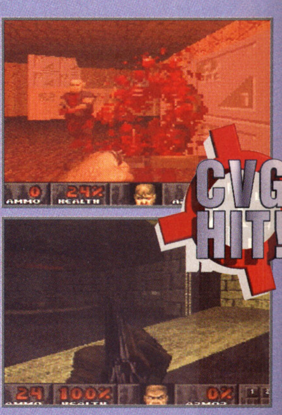
*The Demons in PS Doom have got a far longer reach than the other versions.*



Once upon the future, there was a marine who assaulted a superior officer. For his crime he was banished to Mars which, by then, was the home of the Union Aerospace Corporation (UAC) – a massive conglomerate involved with radioactive waste on Mars and its two moons. The military had been using UAC's technology to conduct secret experiments, involving portals to transport objects across space. There were a few problems with the early versions of the portals, however, with those poor men forced into them dying rather horribly. And then, one seemingly boring day, some garbled messages were heard through the intercom and the Deimos moon base completely disappeared.

Unfortunately, YOU are that marine on Mars and YOU – and a friend if you're lucky – have to sort out the problems using only the items left lying around the bases by your now defunct buddies.





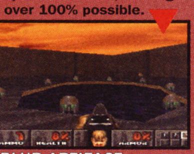

## OH GOODIES

To help the marines in Doom, there are plenty of supplies to pick up. Here's a choice selection.

**POTION** - Worth 1% spiritual health, making 200% possible.



**HELMET** - Worth 1% spiritual armour, making over 100% possible.





**MEDIKIT** - Restores 25% of the regular 100% health. There, there...



**COMBAT ARMOUR** - Boosts armour to 200%.



**SOULSPHERE** - Adds 100% spiritual health.

**BLUR ARTIFACT** - Become partially invisible, and harder to hit.



**INVULNERABILITY** - Invincible for around 30 seconds.



**RAD SUIT** - Protection given from all damaging floor surfaces.



## GIZ A LIGHT!

One of the major enhancements to PlayStation *Doom* is the new, coloured lighting. Rather than the light just being plain old white, in some rooms it appears in a variety of colours, lighting any items and enemies it crosses. Dangerous areas of acid are now often marked with green lights to give you an early warning.





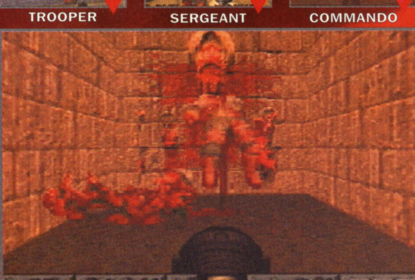


TROOPER

SERGEANT


COMMANDO

IMP





DEMON


SPECTRE


LOST SOUL


CACODEMON


BARON OF HELL


HELL KNIGHT


REVENANT


ARACHNOTRON


MANCUBUS

## DOOM AND DOOM TWO TOO

One of the biggest selling points of PlayStation *Doom* is that it contains *Doom 2: Hell on Earth* alongside the recently released PC *Ultimate Doom*. Though not every level from each of the games is included, the final count still reaches 54, and at least one of those is completely new – that's not counting at least a few secret levels. PlayStation *Doom* goes further than being just these two games on one disc, it mixes them slightly so that the double-barrel shotgun can be collected in the *Ultimate* levels, as well as the look of some sections being altered by the use of newer textures. By the way, you might want to watch out for the new "super" monsters. They're black and transparent and take a lot more damage than normal. There's the Super Spectre with all of the other baddies (Right).


SPIDER MASTERMIND


SUPER SPECTRE


CYBERDEMON

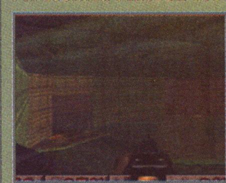
## SECOND OPINION

### PLAYSTATION

Whatever I say isn't going to have anywhere near the same meaning of a recommendation from Ed. He's the Doominest maniac I know, so if he gives it the horns up, you can guarantee Williams have done the best job they can. All I would like to add is how this game is absolutely, positively a necessity. You'll be playing this for what feels like an eternity. And loving every minute.

**PAUL DAVIES**

## I'M LOOKING THROUGH YOU



**With the extra power of the PlayStation, there are also some new transparency effects in *Doom*. For example, on the first level of *Ultimate Doom* there was a solid-looking wall which could be walked through but in the PS version it is now partially see-through. Fancy!**

## AMMO SPAMMO



**FISTS**
**Should be used only in a "no ammo" emergency or when a Beserk power-up has been collected.**



**CHAINSAW**
**It's excellent fun but has a tiny range. Perfect for use on Cacodemons. And this bloke.**



**PISTOL**
**The standard-issue pistol with slow firing rate and little power. Okay for early levels.**



**SHOTGUN**
**Fairly slow reload rate, but excellent at close range. The Pellets spread at long range, making it easy to hit enemies.**







**SUPER SHOTGUN**
**Twice as powerful as the regular shotgun, with a bigger damage area but it takes ages (nearly a second) to reload.**



**CHAINGUN**
**Uses the same bullets as the pistol but pumps ammo into evil scum at a ludicrous speed. Ooyagh!**



**ROCKET LAUNCHER**
**Rockets cause damage in a large area and on a large scale. Be warned – the explosions harm you as well.**



**PLASMA RIFLE**
**Shoots high-power plasma energy at a very high rate, using a lot of your precious cell power.**



**BFG** **NOT the Big Friendly Giant. This "gun" can wipe out an entire room in one shot, and your entire cell reserves in only a few.**







***Another PS exclusive feature is that the character head at the bottom of the screen now has his brains blown out when killed with a harsh rocket.***

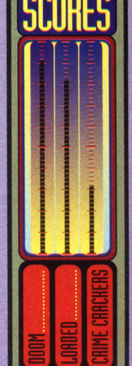
## VERDICT

### PLAYSTATION

*Doom* is one of the best games ever. There are only a few other games that, in my opinion, are better – one of them being *VF2*. For some people like myself, *Doom* isn't a game, it's a way of life – and that's not just a cliche. I've played PC *Doom* for more than any other game in the last year with long nights of single and multi-play as well as dedicating months to creating my own episode of levels. That just goes to show how it sucks players in, as well as how sad I am. When I first played the PlayStation version I just ripped into it, complaining how the levels weren't quite the same as the PC version, how the new lighting made it look strange and how the resolution wasn't quite as high. But after a few days' play I calmed down. This is a very good conversion which combines two of the greatest games ever into one, with a few good enhancements. The sound is a great improvement with the remixed music adding atmosphere and most, though not all, of the coloured lighting effects work well. There are a few places where it's a little slack, like the way that some of the textures aren't very well aligned but it's got all of the playability of the other versions. I'm afraid that personally I still slightly prefer the PC versions but PlayStation owners really should get this as it's the best PS game this Christmas, and even existing *Doom* owners should seriously consider it. Awesome!

**ED LOMAS**

## SCORES




**GRAPHICS ........ 90**
*Great new, light-sourced rooms, with quick, detailed 3D.*

**ANIMATION ........ 80**
*As with other Dooms, the enemy animation isn't brilliant.*

**MUSIC ........ 92**
*Excellently moody tunes, which help the creepy atmosphere.*

**SOUND EFFECTS .. 93**
*Completely new monster sounds with a touch of reverb.*

**GAMEPLAY ........ 91**
*A brilliant blend of action and puzzles, but can annoy.*

**VALUE ........ 92**
*Two excellent games which, on the top level, are rock hard.*

**OVERALL**
*An excellent game, slightly let down by the high difficulty level due to end-of-level saves only. Still an awesome experience to be checked out by every PS owner!*



PC CD-ROM
SPORTS
GREMLIN
£44.99
OUT NOW
1-20 PLAYERS
PLAYSTATION VERSION PLANNED
NO OTHER VERSION AVAILABLE

# ACTUA SOCCER

## You're it and you know you are...

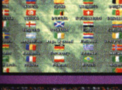
Like London buses you wait absolutely yonks for a decent footy game on the PC, and suddenly a convoy of them all turn up at once. This Christmas footy fans are truly spoilt for choice, and none more so than with Actua Soccer. For a start the graphics are all motion captured (a routine that involves sticking little reflective balls all over a bloke or blokes and then shooting them simultaneously from a collection of different angles). Although, Gremlin deemed it a wise descision to use Andy Sinton, Chris Woods and Graham Hyde from Sheffield Wednesday as its models, but never mind, it's amazing what flaws you can touch up on computers nowadays.

If this isn't impressive enough, Barry Davies also does the best commentary that has ever appeared in any football game. He spouts the correct names of all the players, and does so without having those occassional inflection errors that other games proffer. And even the crowd noises are accurately timed for the more exciting moments of the games themselves.

There's only International teams, but there are 32 of them, all based on FIFA's official world rankings. This essentially means that Brazil are the top bananas and Wales are currently slightly better than my Sunday league team (in fact I'm sure that Wales aren't even in the current world's top 32, having recently been replaced by East Frickley Cup Scouts 11). All the teams, and players, have different skill levels based on their ranking, and some players even have star ratings next to them, which means they are profficient at a particular skill or two.

Like most of these games though, the proof of the pudding is in the single player mode, and although this is very challenging and will have you throwing joysticks out of your bedroom window for months, it's when you get a human opponent that the action really comes alive. In fact, why only have one opponent when you can have up to four normally, and if you network the game a whole 20 people can play at the same time. Unfortunately I haven't got that many friends.





















VERDICT

**PC CD-ROM**

3D seems to be the only way that football games could progress, that and give them some gameplay I suppose, and Actua Soccer has managed both with a finesse only likened to Brazilian football. The motion capture elements really add a smoothness in the graphics that we've never really seen before, and the fact that the players remain perfectly rendered no matter how close to the pitch you actually get certainly puts it on top of the best looking football games pile. Thankfully there's also a huge learning curve here too - the more you play it the better you get, and it makes for a game that only just beats FIFA 96 to the top of the league.

**RIK HENDERSON**

SCORES

| | |
|---|---|
| GRAPHICS | 93 |
| ANIMATION | 95 |
| MUSIC | 85 |
| SOUND EFFECTS | 94 |
| GAMEPLAY | 90 |
| VALUE | 89 |
| OVERALL | 93 |

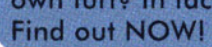


- SATURN
- BEAT 'EM UP
- TAKARA
- £IMPORT
- OUT NOW
- 1-2 PLAYERS
- PLAYSTATION VERSION
- PLAYSTATION SEQUEL PLANNED

# TOH SHIN DEN S

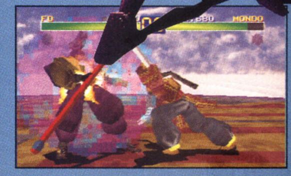
## It was the PlayStation's first beat 'em up. How does it fair on the Saturn? EH?

3D polygon beat 'em ups. You can count the number of them on your toes, if you're a mutant many-toed sasquatch. Anyway, our point is, there's a lot of these 3D fighting games about, so do we really need another one? Well ACTUALLY *Toh Shin Den* isn't just 'another' beat 'em up. In fact, it was the first 3D beat 'em up to appear on the PlayStation. and quite impressive it was too. So much so, that some people actually suggested it was superior to *Virtua Fighter*. Obviously the game's creators, Takara, believe this to be so, because they've taken the fight to AM2's doorstep, with the release of *Toh Shin Den S* on the Saturn. Can *Toh Shin Den* beat *Virtua Fighter* on its own turf? In fact, can the Saturn handle a perfect conversion of *Toh Shin Den*? Find out NOW!



















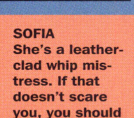


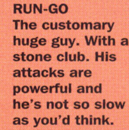


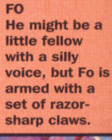



### AND IN THE RED CORNER!

***Toh Shin Den S* features the PlayStation's original eight fighters, plus the two secret bosses as regular characters. There's also a new character, Cupido, who is revealed if you win playing as Sho.**





**EIJI**
**Armed with a longsword, Eiji can unleash deadly dragon-style uppercuts and fireballs.**





**KAYIN**
**The acrobatic Kayin possesses a sonic blast and the nastiest drop-splits you've ever seen.**

**SOFIA**
**She's a leather-clad whip mistress. If that doesn't scare you, you should see her whip moves.**



**RUN-GO**
**The customary huge guy. With a stone club. His attacks are powerful and he's not so slow as you'd think.**



**FO**
**He might be a little fellow with a silly voice, but Fo is armed with a set of razor-sharp claws.**



## SEE-THROUGH CLOTHES!

What made PlayStation *Toh Shin Den* so appealing on its release was the fact that it featured the first texture-mapped fighters in a 3D home beat 'em up. And even by today's standards the graphics are still mightily impressive. With *Toh Shin Den S*, Takara have attempted to reproduce the texturing in its entirety on the Saturn; however they fall short in places. Most notably with the character Ellis' translucent trousers, which look more like they're made of net-curtains than lace. You might think this is down to the Saturn being unable to produce translucent textures. However, some of the floor surfaces in the game, such as the Gaia level mist, clearly demonstrate the Saturn's transparency abilities. So it's baffling why the same technique couldn't be used throughout the game.

## DEVASTATING SUPER ATTACKS!

Whilst *Toh Shin Den* might look similar to *Virtua Fighter*, it's quite different to play. Whereas *Virtua Fighter* concentrates on more realistic martial arts moves, *Toh Shin Den* features loads of special moves of the *Street Fighter* variety. And all the characters use weapons too, making the special attacks all the more lethal and impressive to watch. Takara obviously want even beginner's to enjoy the impressive nature of *Toh Shin Den's* specials, because the control system allows you to unleash one of a range of special moves through just the press of a single button. Even more awesome, if your character is close to death you can press all four buttons to unleash a 'super-special', which takes off a huge amount of your opponent's energy. Expert players may find this 'Davrosian' gameplay annoying, so you can switch these simple specials off if you want.


















### VERDICT

**SATURN**

When the original *Toh Shin Den* was reviewed in issue 160 it received a massive 96% with a claim that it was better than *Virtua Fighter*. I wasn't on the magazine at the time (nor were Paul and Ed) and I certainly don't agree with that mark (and I don't think they do either). To me *Toh Shin Den* has always lacked the instinctive, almost tangible fighting feel of *VF*. In fact, it seemed more like a inferior 3D *Streetfighter* clone. And whilst the graphics were kind of impressive, even they didn't appeal to me that much ,with the character movements looking less realistic than *VF*. The same goes for the Saturn version, only more so. The gameplay remains as lacking, lethargic and unsensational as ever. And the graphics haven't translated as well, looking more flat and one-coloured than the PS version. Mind you, I don't think that's down to the Saturn's inability to replicate the game. *VF2* shows the machine is capable of far more. Oh, and while we're on the subject of *VF2*, surely talk of any other 3D fighting game is academic right now. For Saturn owners there's only one choice and it's on page 24.

**TOM GUISE**

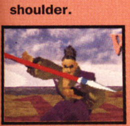
**MONDO** Weilding a long pike, Mondo can hook people into the air, throwing them over his shoulder.

**DUKE** An armour-clad knight, Duke has a range of dangerous broadsword manoeuvres at his grasp.

**ELLIS** She small, cute, giggly, and armed with two deadly daggers which she can unleash in a deadly flying attack.

**GAIA** The first boss from the PS game, the giant twin-scorpion-tailed Gaia possess some horrendous barb-attacks.

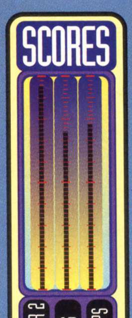
**SHO** Virtually identical to his brother Kayin, Sho was the final boss in the PlayStation version of the game.







## SCORES




**GRAPHICS** 84
Colourful backdrops and attractive, but flat looking characters.

**ANIMATION** 83
Smooth, if slightly sluggish movement. More cartoon than real.

**MUSIC** 82
The in-game tunes are fairly pleasing, but unremarkable.

**SOUND EFFECTS** 81
Unrealistic, but effective crunchy sounds and weird voices.

**GAMEPLAY** 80
Entertaining, but ultimately shallow fighting action. It never grabs you.

**VALUE** 55
VF2 is released this month. What do you want this for?

**OVERALL**
A reasonable fighting game that was overshadowed by the original VF. And VF2 is here now. Nuff said.

**76**

***Mortal Kombat 3 has proven massive since its release in the arcades a while back, and the recently-released home versions are no doubt helping its popularity along. To reclaim any of those players who've managed to get bored with the game, a new version has just been released. This isn't just a version 3.2 or whatever, this time it's ...***

# VIDEO

# Ultimate Mortal Kombat 3

- Beat-'em-up
- 50p per play
- Midway
- 1-16 Players

***MK3* fans have been waiting** for the first concrete info on this game for ages. CVG has played it and this info is concrete with added cement.
There are the original 14 characters, plus Smoke who is now selectable without a cheat, and four new characters – who were all in *MK2* – as well as three secret characters. Here's some preliminary info on the game, and we'll definitely be covering this more in the near future.

## NEW PLAYGROUNDS

There are at least four new backgrounds. 'Desert' has got Cyrax buried in the sand in the background, 'Cavern' has got a big Shao Kahn throne, 'Hell' is full of dead bodies and works as a pit background (you can knock your opponent into the lava) and 'Waterfront' is set in the city by the river.



## MORE-TAL KOMBAT

Here's a list of all the new characters' moves we know, as well as the new moves for old characters. Soon as we know more of them, we'll print a complete guide. Meantime these techniques should keep your friends impressed, as they all definitely work.







## JADE

The unplayable secret character from *MK2* is now selectable and has got all-new moves. She throws boomerangs and can perform a smoking shadow kick as well as becoming invincible to avoid fireballs. Her Staff Spike fatality sees her launching her opponent into the air and waiting for them to land on her pointy Bo staff.

Straight Blade - B, F, LP
Upwards Blade - B, F, HP
Downwards Blade - B, F, LK
Fireball Invincibility - B, F, HK
Shadow Kick - D, F, LK
Staff Spike Fatality - (close) R, R, R, BK, R

## REPTILE

Reptile is out to capture Princess Kitana using all of his *MK2* moves and some impressive new ones – like his dash punch which hits from behind. As well as his improved Tongue fatality in which he eats all of his enemy, he's got an acid gob fatality (which we haven't worked out yet).

Acid Spit - F, F, HP
Slide - B+LP+BK+LK
Slow Force Ball - B, B, HP+LP
Fast Force Ball - F, F, HP+LP
Dash Punch - B, F, LK
Invisibility - Hold BK + press U, U, D, release BK, HK
Sticky Tongue Fatality - (sweep) B, F, D, BK
Pit Fatality - BK, R, BK, BK

## KITANA

Kitana's back from *Mortal Kombat 2*, with all of her original moves and some slightly upgraded fatalities. Her Stretch Kiss Fatality has her opponent getting taller until they explode, while her Fan Decapitation is just about the same as before.

Fan Toss - F, F, HP+LP (can be done in the air)
Flying Punch - F, D, B, HP
Fan Lift - B, B, B, HP
Stretch Kiss Fatality - (close) R, R, BK, BK, LK
Fan Decapitation Fatality - (close) B, D, F, F, HK
Babality - F, F, D, F, HK
Pit Fatality - F, D, D, LK

## SCORPION

One of the most popular characters returns as before, but with a new Hellraiser fatality. If you want a simple 5-hit combo which inflicts 28% damage, try Spear, HP, HP, HK, B+HK. Scorp will use his new axes to hack his opponent up.

Spear - B, B, LP
Teleport Punch - D, B, HP (can be done in the air)
Air Throw - BK in the air
Hellraiser - (close) F, F, D, U, R
Toasty Fatality - (jump distance) Hold BK + press D, D, D, U, release BK, HK

•KOMBAT KODE KAOS• Kombat Zone: Desert – 330 033. Kombat Zone: Hell – 666 444. Kombat Zone: Bell Tower – 090 090. Kombat Zone: Subway – 880 088. Kombat Zone: Graveyard – 666 333. Kombat Zone: Rooftop – 343 343. Kombat Zone: Pit 3 – 820 028. Kombat Zone: Noob's Stage – 050 050

# DROME






## MULTIPLE KOMBAT

There are now three different playing modes as well. 'Mortal Kombat' is your regular one or two player mode, '4 Player 2 on 2 Kombat' is similar to the WWF games' tag team mode and '8 Player Tournament Kombat' lets 8-16 players compete against one another in an elimination tournament while the computer keeps track of all of the winner and loser matchups.

**Fans of *MK3*** will love this game loads, not only because of all the new features but also because the simple, cheesy combos have been weakened, meaning that new techniques have to be learned. The game plays as well as ever before with loads of dark atmosphere and tons of humour making it a great experience. If you see it in an arcade you must have a go, if only to see some of the outrageous moves. But take some time to get into *MK3* and you'll realise that it's now up there with the *Streetfighter* games. Play it and love it.

**5/5**

## NEW MOVES FOR OLD

There are also some new moves added to the old characters, and those which we know are listed here.

Stryker's Machine Gun - B, F, HP
Kano's Vertical Roll - F, D, F, HK
Shang Tsung's Morphs:
Kitana - R, BK, BK, HK
Reptile - F, D, F, R
Jade - F, F, D, D+BK
Scorpion - D, D, F, LP
Ermac - D, D, U+HK

## CLASSIFIED INFORMATION

On the player select screen there are now three hidden character boxes which can only be accessed with one of three Ultimate Kombat Kodes. The only UKK we know at the moment is the one to access Ermac. Yep, that's right – an error message from the first two games which had fans guessing has now been made into a real character. On the Ultimate Kombat Kode screen enter: '12344 44321'. This means that the first digit in the code should be moved on once, the second on two, the third on three, and so on. The middle of the three character boxes will now stay as Ermac until the machine is reset.

## MILEENA

Not surprisingly, Mileena has been included as a hidden character. We don't know her Ultimate Kombat Kode yet but if you play in 2 player mode with the new Randper Kombat code activated, you'll sometime morph into her. If you win the final round as her and then carry on in one player mode, you can keep playing until someone else joins in.

Sai Fireball - Hold HP for 2 seconds and release (can be done in the air)
Teleport Kick - F, F, LK
Ground Roll - B, B, D, HK
Eat Fatality - (close) D, F, D, F, LP
Nail Shooter Fatality - (full screen) B, B, B, F, LK

## ERMAC

At last! Ermac is actually a pretty good character as his new slam move leaves your opponent open to loads of juggle combo hits. He looks just like Reptile or Scorpion but is dressed in a dark orange outfit. His Decapitation fatality is just like Johnny Cage's old one, though we can't figure out how to make more than one head come off.

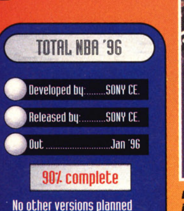
Fireball - D, B, LP
Teleport Punch - D, B, HP
Floating Slam - B, D, B, HK
Decapitation Fatality - (close) R, BK, R, R, HK

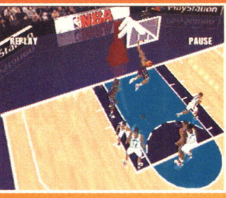
## RAIN

We've seen this mysterious character a few times and we've heard of these moves. We don't actually know how to get this hidden purple ninja (purple rain – geddit?) but we've been given a few moves. He's the third UKK character so we'll have his code soon as well.

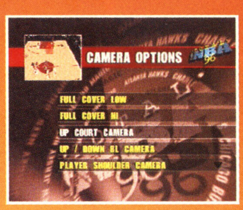
Freeze - D, F, LP
Ground Freeze - F, D, B, LK
Slide - B+LP+BK+LK

Kombat Zone: Ermac's Stage – 933 933. Throw Encourager – 010 010. Silent Kombat – 300 300. Start in danger on round 3 – 055 550. Version Number – 999 999. Randper Kombat – 444 444. These can only be entered in 2 on 2 mode: Explosive Kombat – 227 227. Explosive/Throwing Disabled – 022 220.




*Because this is a real-time game, replays can be viewed from many cool angles.*










**One of the best looking games around is coming soon to PlayStation. Guess what? It's a sport game.**

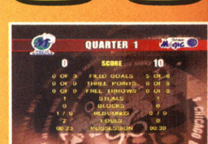
# TOTAL NBA '96

There hasn't been a really popular NBA basketball game for ages – the only one that did really well was NBA Jam and that wasn't exactly a realistic simulator. The problem with basketball "sims" is that they just don't appeal to game players in the UK because basketball has struggled for popularity over here. But, at last, basketball is taking off as a sport in the UK and the first PlayStation basketball sim looks as though it could get a helpful lift from this.

The biggest and most noticeable new feature of Total NBA is the graphics. The game is made in complete 3D with texture-maps and reflections adding to the realism. Writing of the reflections, they really do help the 3D-ness of the graphics by making it look as though the lights on the ceiling really are a long way above a highly polished floor. As anyone can tell from the screenshots, it looks lovely when it's not moving but the amazing bit is how smooth the motion is. The motion-captured players all move realistically around the court and some of the dunks they perform are amazing, as owners of the free Demo 1 disc will know. There are also loads of detailed options like the ability to select your complete line-up from all of the real players for each team, which NBA fans will love as it lets them remove any players not up to scratch and shuffle the other players around different positions.

Total NBA adds far more to basketball games than just incredible graphics and sound, including one of the most comprehensive basketball game replay features. There are loads of views to fiddle with like the TV cameras, high views, low views, some as big as your head views as well as the usual rewind, fast forward, slow motion and other such effects. Of course, the way it plays is the most important part and from what we've played it's going to be great. Loads of different moves, amazing graphics and sound, detailed strategy options, Total NBA sounds as though it could well be the first basketball game to hook everyone. Of course, there's a CVG review coming soon.











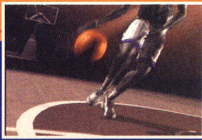




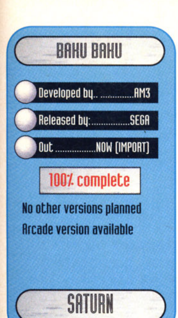

*Another benefit of Real Time action is that the entire court can be viewed from any distance, at any angle. This one is a bit too far though – can't see a thing!*












**Hungry for some puzzle action? Well, get your laughing gear around this gaming feast.**

# BAKU BAKU











▲ *Munch, snort, drool, crunch!*

There's no doubt the Saturn's strength lies in the ability of Sega's AM divisions converting their stunning coin-ops to the 32-bit machine. And the onslaught seems set to continue as AM3 warm up yet another of their coin-op titles for Saturn release. A conversion of the forthcoming Manx TT motorcycle racer perhaps? Well no, actually it's a puzzle game called Baku Baku. Unless you've been to one of Sega's arcade centres around the country, it's fairly unlikely you'll have seen this limited release coin-op, but it does exist (we covered it in issue 165) and it IS the work of AM3. What's more, being another title to use the Titan hardware (a Saturn-identical arcade board), it was a simple enough matter to bring the title to the home. The bizarre title actually refers to the sound of eating (similar to the pac in Pac-man) and, in fact, eating is the theme of the game. Similar to Puyo Puyo, pairs of tiles fall down the screen, each one featuring either an animal or a food type. The aim is simply to match the animal with the food – rabbits with carrots, pandas with bamboo shoots, apes with bananas and so on – upon which the animal munches the food, clearing those tiles off the screen. Sounds simple enough, however the 'combo potential' is massive as you line up chains of food to be cleared, only to drop more animals onto other chains of food. Before you know it, there's masses of animal heads munching their way around the screen! And of course, the result of these chain reactions is to send piles of tiles onto your opponents screen. The appeal of Baku Baku has to come from its brilliant sounds and visuals. Excellent SG-rendered sprites and manical sound effects (such as the 'baku baku' munching sound) make it an insane experience and guaranteed it drew crowds when an unfinished version recently arrived in the office. We'll be reviewing the import version next month. Sega have yet to announce an official release for the game, although when they do you can guarantee it'll be called Knuckes' Crazy Kitchen Fiasco or something.




▲ *The resemblance to Paul Davies is uncanny, dontcha think?*

CRITICOM

Developed by: ...... VIC TOKAI

Released by: .....KRONOS INC

Out.............................FEB'96

70% complete

No other versions planned

No other versions available

PLAYSTATION




## TRADING STICKS FOR STONES

One of the best features to emerge from an SNK fighting game is the training of special moves, premiered in *Art of Fighting*. Seeing the wisdom of this, Kronos introduced something similar to give Criticom more dimension. Fulfil any character's destiny, and they are endowed with even greater powers to work into developing more effective combo strategies. Improved fighters also look quite different, especially the character Yenji who, after attaining Level Three status, becomes almost transparent! Generally though, an upgraded fighter's attire just gets larger and meaner!

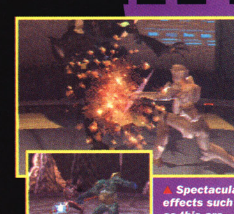
**A 3D martial arts game that allows players to develop their fighter's skills. Sound interesting? You bet it is.**

# CRITICOM

"Would have been better, if..." is just about the most common criticism we here players make about games. And fighting games are the biggest culprits. *Toh Shin Den* would have been better, if it had the depth of *Tekken*. *Tekken* would be perfect, if it brandished a few more *Toh Shin Den* style special effects. Now here's a fighting game that its producers, Vic Tokai, hope will redress that balance – and then some. With the innovative character-upgrades, Hollywood-style special effects, and music to match, developers Kronos Digital Entertainment may well have something special with Criticom. A full appreciation of their work, in the form of the CVG review, is coming soon. Meanwhile here's some condensed info on how *Criticom* differs from everything else out there.



◄ *SID (Sentient Integrated Droid) gets it in the nuts and bolts from Delara.*



▲ *Spectacular effects such as this are becoming a PS trademark.*

▲ *Gorm makes good of his Level Two upgrade – an enormous spear!*







## RIDING THE BIG WAVE



*Criticom* looks mostly incredible. From the computer-generated animated intro, to the fine detail lavished on all fighters. This is no surprise considering who's responsible for the visual content: Wavefront Technologies are the company who developed GameWare – a software package used by Acclaim, Capcom, Namco, EA, Sony, Midway, and other major developers to create their games. Argonaut, for example, used Wavefront's KINEMATION™ to produce their *FX Fighter* game. This is also the technology used in computer-generated ride simulations such as *Devil's Mine Ride*, (shown above). One thing we're all guaranteed when *Criticom* is complete, is a state-of-the-art, visual spectacle.

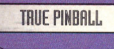
## TOMORROW PEOPLE



Eight otherworldly fighters head up the action in *Criticom*. Self-anointed 'Chosen Ones', intent on winning a prized relic of untold power. They are mostly humanoid in appearance – excepting a Troll-like Dorlon named Gorm, and a Sentient Integrated Droid (SID to his mates). As with *Toh Shin Den*, they rely heavily on weapons for fun, with the PlayStation producing fancy flares and transparent clouds to accentuate the clashes. Gorm represents the heavier, more powerful end of the spectrum, while Demonica – a she-devil – is typical of the faster, less damaging breed. Hopefully the playtesters at Kronos honour the artists' hard work by paying close attention to the balance of the game.



▲ *SID, once again. This time getting to grips with a transparent (almost) Yenji.*



TRUE PINBALL

Developed by...DIGITAL ILLUSION

Released by:...........OCEAN

Out...............JANUARY '95

80% complete

No other versions planned

No other available

SATURN

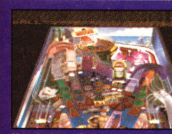
It's tough making Pinball appear exciting when you can't see or even hear it in action. But mark our words, this one is looking and sounding very cool.

# TRUE PINBALL

For a publisher to say 'Hello, we're producing a Pinball simulator for the Saturn' is almost like saying 'Watch as I scoop my eyes out with this rusty spoon'. It's not usually a very nice thing to expect, especially when the word 'authentic' is introduced. What's the point of doing Pinball as a video game unless you try something surreal; like Naxat's *Devil Crash* on the Mega Drive, and PC Engine. We'll tell you the reason: Because – when handled correctly – it threatens to rule your life!

## LEAN INTO IT

Digital Illusions have conjured up four highly realistic tables, that are viewed from one of three perspectives: 3D, 3D High-res, or Top. The first two are almost identical, presenting the table as you would expect to play it in reality. In this mode the screen only has to adjust slightly to accommodate the positioning of the ball. High-res obviously improves the fidelity of the rendered image. 'Top' suspends players above the action, tracking the ball over an enlarged version of the table in what is essentially a plan view.



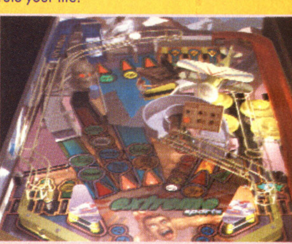
*Here's how 'Babe Watch' looks in 3D.*



*This is High-res mode, with more detail.*



*Finally, here's how Top view appears.*

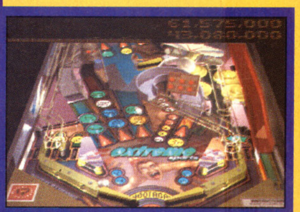


## TABLE MANNERISMS

As a primer for next month's review, here's an introduction to the four tables. Including a brief lowdown on the high-scoring opportunities, and descriptions of some of their features. All tables have the monochrome 'video' screens to highlight key bonus points, and announcements made in deep, cyber-sounding speech.







### VIKINGS

Plenty of throaty cackling is needed to appreciate this table. Tunes sound like some Nordic horror disco tune, but the bonus chances are pretty hilarious. When the words 'BATTLE ENABLED' flash on the VDU, you know it's time to start hammering both flippers like your life depends on it.

### LAW 'N' JUSTICE

*The artwork is a mixture of Japanese manga series Patlabor, and Robocop. The theme music would sit pretty comfortably in the next Terminator movie soundtrack! The most common spoken phrase on this table is 'RICOCHET', indicating a narrow escape from losing the ball.*

### BABE WATCH

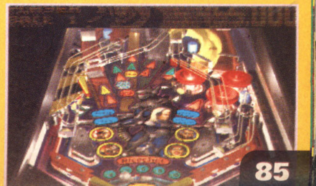
*This one's California, 'cool' all the way. Before the Boogie Woogie music kicks in, you have to trigger the Jukebox. Until then, there's just the sound of waves crashing on the beach in the background. Impress the beach babes in a drag race, and escape near death from man eating sharks.*

### EXTREME SPORTS

*'LET'S DO SOME WILD BUNGEE JUMPING', flashes the message on the video strip, while Garage Trash pounds away in the background. Somehow this table just gets you fired up before you even start! Loop the loop in a stunt plane, or slam those flippers hard to climb without a rope.*








The graphics look unlike anything so far seen on the MegaDrive.

Famous toys star in the movie. Such as Mr Potatohead.

**Clockwork Knight on the Saturn – Pah! Obviously you haven't seen what the Mega Drive can do!**

# TOY

Ever since *Mickey and Donald's World of Illusion* (back in 1993, fact-fiends), it's been traditional to expect a Disney game on the Mega Drive at Christmas. And a quality one at that. But this year it would seem we've got a bit of a dilemma. After all, a platform game starring Pocahontas just doesn't have the same action-packed ring as *Aladdin* or *Lion King*. And goodness knows what happened to the *Pinocchio* game that was in development. So where does that leave us? Well fear not, because Disney not only has an incredible animated film up its sleeves, but an equally fantastic Mega Drive game to go with it. And trust us, you are going to be amazed.

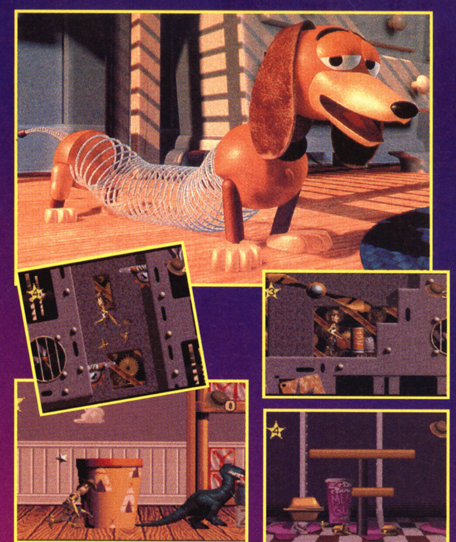








*Toy Story promises to feature 3D levels too, such as the remote-controlled car jaunt seen here.*



## MEGADRIVE VERSION? TALL STORY MORE LIKE!

You might think the Mega Drive incapable of recreating the incredible visuals of the film (seen on these pages), but it does a damn good job trying. And to help it along, some of the animators of the film have actually helped towards the creation of the game's sprites, taking frames of animation from the film's massive character files to authentically recreate the movie's look. The result is a 16-bit game with graphics that look amazingly close to the likes of *Clockwork Knight* on the Saturn. A coincidence considering the similarity of the game's theme – as you lead Woody the toy soldier through 19 levels of oversized obstacles, ranging from a house filled with evil toys, to the dangerous outside world where humans and dogs roam.

After over a year of work, the *Toy Story* game is near enough complete and ready for release close to the film's American debut this Christmas. So you can expect to see a review of this game in these pages soon.

# STORY

## IT'S A STORY ABOUT SOME TOYS

*Toy Story* is a film that has taken five years to produce and promises to take the art of the animated movie to new heights. You see, unlike the traditional cell animated look that is Disney's trademark, this film is created in its entirety from computer-graphics. Set in a kid's toy room, the film follows the antics of Woody, a toy cowboy (voiced by Tom Hanks), as he attempts to do away with his arch-rival, an newer, more impressive toy spaceman called Buzz Lightyear (voiced by Tim Allen). Their rivalry eventually causes them to be plunged into the outside world, where they have to work together to find their way back, only to fall into the hands of the local bully who's renowned for tearing toys apart and putting all the wrong bits back together!



# Mystaria eh? What a mystarious name. Not as mystarious as Riglord Saga though.




# MYSTARIA

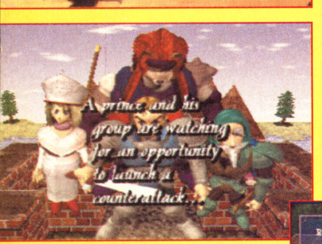
If you've been following the import games scene over the last year, you may have noticed a rather interesting Saturn title called *Riglord Saga*. *Riglord Saga* was 'rather interesting' because, firstly, it looked a lot like *Shining Force* – an excellent Megadrive battle roleplay game – and, secondly, it featured some particularly impressive 3D graphics. Unfortunately though, it was all in Japanese and being an RPG, that made it virtually impossible to play (unless you're Japanese of course), and so it just remained 'rather interesting'.
Now however, Sega have taken the opportunity to bring out the game over here, under the all-new moniker of *Mystaria*, and we can actually find out what it's all about. Mind you, we weren't far off with our original assumptions. *Mystaria* does indeed play a lot like *Shining Force*. So much so in fact, that if you've played *Shining Force* you should get to grips with *Mystaria* almost instantly.
Following the usual plot about an evil warlord (this time it's an evil chap called Lord Bane) taking over a fair country (this time it's a place called Queensland), the game is packed with epic sword-and-sorcery battles as you lead a band of warriors against his dread legions. First though, you have to find a band of warriors to lead. And so the game begins, as you travel the realm, enlisting warriors to your cause, fighting various groups of monsters, and building up the experience of your troops.
Now we can actually understand it, *Mystaria* looks to have all the elements that made the *Shining Force* games so addicitve. You'll be able to find out whether this actually proves to be the case when we review the game in next month's CVG.





**The beautifully-rendered characters as seen in the intro.**










## USE THE FORCE!

**As with *Shining Force*, strategy is all important to winning the battles in *Mystaria*. Even with the small band of warriors you start the game with, you get various types of character and it's important to use each one wisely. For instance, there's no point in sending your healer up against a vicious troglodyte, whilst keeping your big ginger lion-monster-fella sitting around at the back doing nothing.**





## MYSTY EYES!

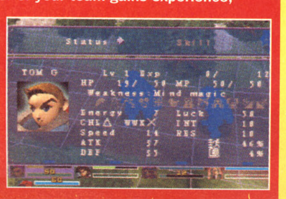
**Whilst it might play like *Shining Force*, *Mystaria* looks considerably superior to the 'ordinary' RPG-style of the popular Megadrive series. In fact, it's *Mystaria's* incredible 3D graphics that first draw you to the game. Each of the characters has been SGI-rendered and placed onto the full 3D landscape. This is viewed from above whilst you move about. However, once one of your warriors engages in a fight, the view zooms in for a better view of the round. What's more, you can even check out the landscape from a character eye view, panning around at 360 degrees. All the graphics are generated in real-time!**



▲ The grid indicates how far you can move or attack in one round.

## CHARACTER BUILDING

Although most of *Mystaria's* game-time is taken up with the battles, there's a fair bit of plot dialogue crammed inbetween all the action, giving you a chance to get to know the well-crafted characters that join your ranks. As each member of your team gains experience, learns new moves and spells, and becomes a better fighter, you're bound to warm to some more than others. Fortunate then, that you can change their names when you first meet each one, so they can all be named after you and your friends (or enemies). Fun if you like that sort of thing.

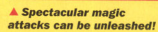












▲ Spectacular magic attacks can be unleashed!

ZERO DIVIDE

Developed by: ..........ZOOM

Released by: ..........OCEAN

Out ..........FEBRUARY '95

100% complete

PC CD-ROM version planned

No other versions available

PLAYSTATION

# ZERO DIVIDE

**Sony promised there would be moments like these. Prepare to experience a Virtua style combat game, featuring amazing characters, and awesome gameplay.**

The 3D, polygonal beat 'em up is fast becoming the platform game of the 32-bit consoles; where 'platform game' is understood as 'tedious and seen-it-all-before'. This very month CVG reviews the greatest one of all – Saturn's *Virtua Fighter 2* – scoring 97%. How could anyone have the gall to challenge such an example, unless you're AM2, or *Tekken* maestros Namco. Why is CVG so focused on the work of a little known Japanese development company, whose previous works amount to one standard side-scrolling shoot 'em up (*Phalanx*, 1992), and a side-scrolling beat 'em up (*G2*, 1994) – both of which have done little to honour the Super Famicom.

Well it happens that Zero Divide is gaining word-of-mouth notoriety, faster than anything CVG has witnessed in quite a while. Somehow this game is begging for the big time, and it's thanks to Ocean Software that British games players are soon to discover why. Review next month.

## BEYOND THE CALL OF DUTY

**Perhaps it is enough for Zoom to have produced a game which looks as fantastic as *Zero Divide*. The graphics are awesome in no uncertain terms. But what we'd like to draw your attention to first is the innovative, fine-tuned game engine at work here.**









***Each of the droids' body-parts, known as Units, are subject to permanent damage. When this happens that part of the body becomes transparent, revealing the skeletal frame beneath. The injured area also sparks with electricity, which looks pretty cool. As you would expect, damaged units are rendered almost useless, and hurt really bad if targeted again.***



## GREAT MINDS...

***For the past two months CVG has followed the progress of AM2's latest arcade project, Fighting Vipers. A clever variation on the Virtua Fighter theme, one of Vipers' most original features is the armour system. Incredibly Zero Divide features an armour system of its own, so it's anyone's guess who had the idea first. See how this looks from these pictures (left).***



## WHITE KNUCKLE LAST CHANCE!

***To extend the duration of a fight, and to introduce an extra element of strategy to Zero Divide, droids under threat of a 'Ring Out' are permitted to clutch the arena's outskirts. If they are lucky. From this precarious position, two things may happen: They spring back into action with a lightning attack, or have their appendage crushed and drop into oblivion.***



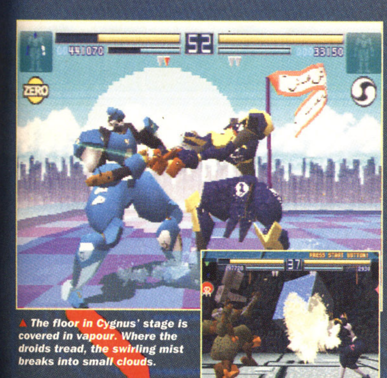








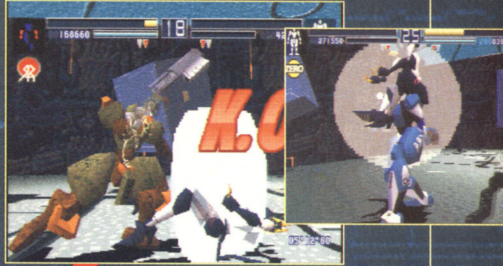




▲ The floor in Cygnus' stage is covered in vapour. Where the droids tread, the swirling mist breaks into small clouds.

## BLOCK AND TACKLE

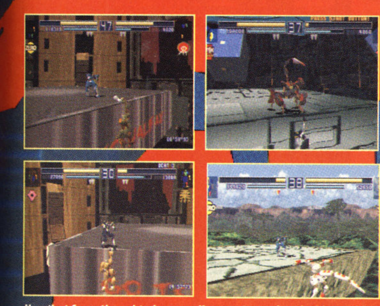
*Zoom adopt a lot of Virtua Fighter routines for Zero Divide, most obviously the control. Which means there is a block button to contend with, in addition to one punch, and one kick. But – as VF2 proves so well – combinations of these three produce impressive results, and Zero Divide allows for juggling techniques, alongside spectacular counter moves to send opponents violently reeling.*



*Tap Block and Punch when at close range, to witness a punishing throw technique from your droid. Kerrunch!*

## NOW HEAR THIS!

*Wipeout* retains a lot of its cool through a quality techno sound track. While *Zero Divide* doesn't benefit from big names such as Orbital, and the Chemical Brothers, it projects some fairly awesome rave tunes of its own. Above all that, there is a commentary of sorts, from an MC called XTAL – the voice of the master computer who arranged the whole tournament. Favourite XTALisms that we've picked up on so far include: 'Hey, your unit's gone', 'Great counter', and 'Oooo! That really hurt!'. More on XTAL's sardonic catch-phrases next month.



*Hanging from the edge is a predicament cunning droids could choose to find themselves in. There's no limit to how long they stay down, so it's a good idea to lure the unwary into a full-on spring kick by first Taking a Dive.*

## BEYOND THE GRAVE

There are many rewards awaiting players who work especially hard to unravel *Zero Divide*'s mysteries. Most importantly there are at least two secret fighters to access, and they are wild! Beyond that, there is a cheat to activate a fully playable 'Tiny' version of *Phalanx*. Though this shoot 'em up was never entirely great, the PlayStation obviously handles the sprites better than the Super Famicom, so it plays better than ever. From what we can tell, *Phalanx* is included in its entirety – which strikes us as being a bit of a bargain!












# CHEAT MODE

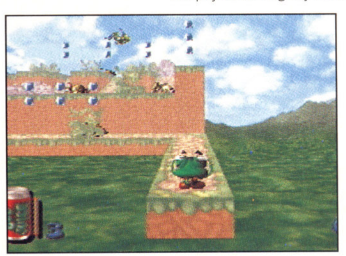
**Lots of games mags seem to think that tips aren't important, so they just fill their so-called "tips" section with a loads of old, rubbish cheats. Luckily we've got Ed Lomas, who cares about tips. In fact, he cares about tips a lot. Loads. He loves them. He collects them. He knows hundreds of them off by heart. He's going to transform this tips section into something completely fantastic – and the metamorphosis starts here. If you want to be part of it – and possibly win some amazing goodies – send your tips and cheats (the better the tips and cheats, the better the prizes) to our home base:**

**CHEAT MODE,**
**CVG,**
**PRIORY COURT,**
**30-32 FARRINGDON LANE,**
**LONDON,**
**EC1R 3AU.**

## SATURN

### BUG!

Loads of people are having trouble with Bug! so here's the level skip cheat. Go to the title screen and press Start to make 'Start Game' and 'Options' appear. Then press B, A, B, Y, Down, Right, A, L button, Down and Bug will make a sound. Start the game and hold the L button then press Up to move up one level or Down to move down a level. You can also play on the dragonfly bonus stages.








## PLAYSTATION

### CYBERSLED

To access the extra five enemy sleds, go to the title screen and press Up, Left, Down, Right, Up, Triangle, Up, Right, Down, Left, Up, Circle. You'll hear an explosion to let you know it worked. On the select screen, move off to the right to get the new sleds.






## MEGA DRIVE

### MORTAL KOMBAT 3




To play as Smoke, leave the game from the start until the MK3 screen appears. Then press A, B, B, A, Down, A, B, B, A, Down, Up, Up. The background will go red and you'll be able to select Smoke in the middle of the character select screen.

To bring up a secret 'Killer Codes' cheat menu, go to the title screen with 'Start' and 'Options' on it and press C, Right, A, Left, A, Up, C, Right, A, Left, A, Up. The new option will appear and by selecting it you can play as Smoke, Motaro and Shao Kahn, as well as play with one-hit fatalities and other stuff.

To get a 'Secrets' menu, go to the title screen with 'Start' and 'Options' on it and press B, A, Down, Left, A, Down, C, Right, Up, Down.

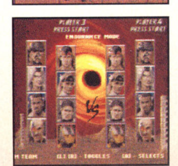
To get a 'Cheats' menu, go to the title screen with 'Start' and 'Options' on it and press A, C, Up, B, Up, B, A, Down.

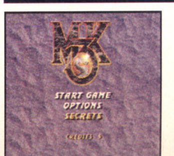
To play the secret four-player endurance mode (use the Sega multi-tap), go to the 'Start' and 'Options' screen and press and hold A and C, then press Start.

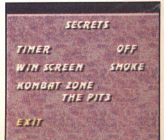








## MEGA DRIVE

### SUPER SKIDMARKS

As promised in last issue's review, here are the cheat codes. These should be entered as player names.
MOOMOO - Race as the cow.
KRAZED - Race in F1 car.
SAVAGE - Turbo Engine.
SHADOW - Race as a shadow (we couldn't get this one working).

These should be entered as game passwords.
CHOCMILK - Bovine Warrior mode (all racing as cows).
SPRINTER - Pro League mode.
GUARDIAN - Acid GP mode (all in F1 cars).
SPACEMAN - Zero Gravity mode.











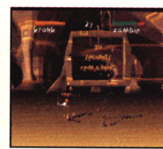

## 3DO

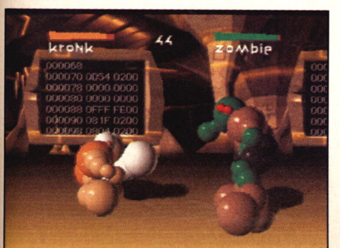
### BALLZ: THE DIRECTOR'S CUT

These cheats should be entered during a fight. We've shortened them by writing Left as 'L' Right as 'R', Up as 'U' and Down as 'D'.

Big Ballz - BALLLARDBALL
Transparent Ballz - BALLBLURBALL
Small Ballz - BALLRADARLULU
Black and White Opponent - BALLBLACBALLU
Black and White Self - BALLDRABBALL








## SATURN

### STREETFIGHTER: THE MOVIE

If you've got this you'll no doubt want to play as Akuma. Select Street Battle mode and when the character select screen appears press Up, B, Down, Z, Right, X, Left, Y. Akuma's black outline will appear and you now just need to press C to select him.
As an added bonus, complete the game in Movie Battle mode and then go back to the Battle Select screen. Choose Back Up and there will be a new option called Music Clip. Select this to get a fantastic video for a song called Something There.







## MEGA DRIVE/SNES

### PRIMAL RAGE

Here are a load of secret goodies.
10-Pin Bowling
Play on any background in two player mode with both players as Armadon. Both players must perform a Spinning Death (hold 1+4 and roll B, F, D) at the same time so that they hit one another. You then have to do this twice more to make the humans line up. Perform Spinning Deaths to knock the humans over.



VOLLEYBALL
You have to fighting in two player mode on the Cove background but not in sudden death mode. When a human runs in front of you, hit it through the air to your opponent. Once you've hit it back and forth a few times, a net and umpire appears.



SKYDIVING COWS
You must be fighting in the Ruins, it must be one round all in the third round and at least one player must be Chaos. Make sure both characters have the same amount of energy and perform a Fart of Fury so that it is in the air when the timer reaches zero.



## PLAYSTATION

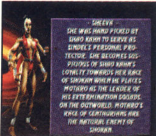
### MORTAL KOMBAT 3

To play as Smoke, leave the machine until the copyright screen appears. Then press and hold R1 and press Right, Down, Left, Up, Right, Down, Left, Up. 'Enter the Ultimate Kombat Kode' will appear. Enter the Kode 'Dragon, MK, Dragon, Goro, Skull, Goro' by pressing R1 once, Circle nine times, Triangle six times, X six times.









## PLAYSTATION

# BATTLE ARENA TOSHINDEN

To play as the boss, Gaia, go to the title screen with '1P game', 'Vs Human' etc, and roll the pad Down, Down/Left, Left and press Square. Now go to the Player Select screen, highlight Eiji and hold Up and press Square.

To play as Sho, enter the cheat for Gaia and lose against the computer. Don't continue and the title screen will appear again. As before, when the options are on the screen press Right, Left, Right, Left, Square on the second controller. Go to the Player Select screen, highlight Kayin and hold Down and press Square.



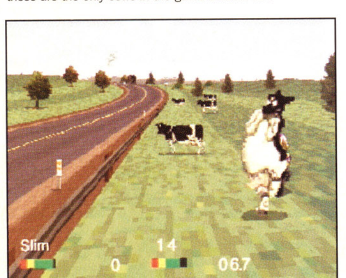




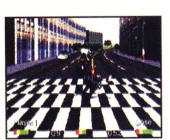
## 3DO

# ROAD RASH

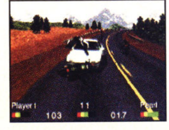
Tommy Cox's favourite game this month has got this great weird happening in it. On the Peninsula track, level 2 or above, race through to 6.6 miles in. Now cross the barrier on the right and drive along into the cows to make them stand up and pose! Funnily enough, these are the only cows in the game that do this!

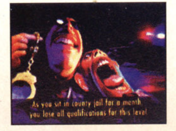






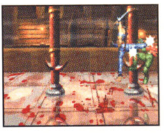



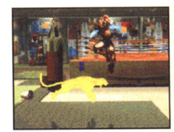




## SNES

# KILLER INSTINCT

To play as Eyedol, choose Cinder as your character and go to the Vs. Screen. When it appears, hold Right and press Light Punch, Light Kick, Hard Punch, Medium Kick, Medium Punch, Hard Punch.
For the top turbo speed press and hold Left on the Vs. Screen and press all three Punch buttons.







## PC CD ROM

# HEXEN

Type these cheat codes at any time. Ed found the first two, by the way.
SATAN - God mode on.
NRA - All weapons and ammo.
GREEDY - Loads of spells.
GATE?? - Put a number in place of ?? to skip levels.



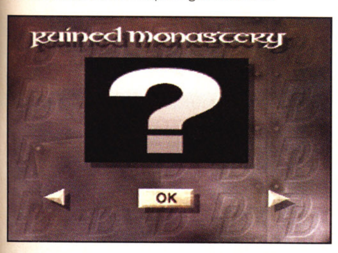




## ■ PLAYSTATION

### DESTRUCTION DERBY

Just a quick note to let you know about the secret 'Ruined Monastery' track. You can access it by winning the Wreckin' Racing Season in the Psygnosis car. There are loads more secrets to find and we'll be printing them all soon.







## ■ PLAYSTATION

### RAPID RELOAD

To get a level select, leave the demo to run through once until the title screen appears. Then press and hold L1+L2+R1+R2+Select. Secret Code will appear on the screen with two letters. Change the letters with Up and Down and Triangle and X to make these codes.

Level 2 - MA
Level 3 - UT
Level 4 - RH
Level 5 - MK
Level 6 - HT







## ■ SNES

### MORTAL KOMBAT 3

To play as Smoke, go to the first of the copyright screens and press Left and A, then on the next screen press Right and B, and when the MK3 screen appears press X and Y.



To play as Motaro, go to the 'Start' and 'Options' screen and press Select, A, B, Right, Left, Down, Down, Up, Up.

To play as Shao Kahn, go to the 'Start' and 'Options' screen and press X, B, A, Y, Up, Left, Down, Right, Down.




To get the Kool Stuff menu, go to the 'Start' and 'Options' screen and press Up, Up, Down, Down, L, R, A, B, A.
To get the secret Tournament Mode, go to the 'Start' and 'Options' screen and press and hold L and R, then press Start.




## ■ SNES

### PRIMAL RAGE

To get the Cheat Menu, go to the Main Menu and press Left, Left, Left, Right, Right, Left, Left, Right, Right, Right, Left, Right. You can then select invincibility, 1 hit wins, freeplay and a turbo mode.
Also, to get an alternately coloured character, press Y, B, X and A at the same time to select your player.













# in the

**What a confusing year! Well, that's the signal we're getting from you this month. If it isn't the choice of machine, it's whether the prices are really too high. On top of this we have people worrying if the hardware they own is really going to last at all! Well, we're always here to talk back, and hand over the stage if necessary to anyone with something big to say.**
**Reach us at:**
**IN THE BAG,**
**COMPUTER AND VIDEO GAMES MAGAZINE,**
**PRIORY COURT,**
**30-32 FARRINGDON LANE,**
**LONDON. EC1R 3AU.**

## DON'T YOU KNOW ME?

Dear CVG,
I've been an avid reader of yours for over two years now. I love your mag, and it's the only one I read. I do however have a complaint. Since the 32-bit revolution I've noticed that your attitude towards the 16-bit market has become biased toward 32-bit consoles, considering everything else to be a bit sad. It seems, in some respects, that you're writing off the good old SNES, and Mega Drive (although it seems that Sega have all but forgotten about the latter too).
I'm not going to start harping on about your not doing enough 16-bit reviews, because the market is drying up, but I do feel a good deal of respect is due to the Nintendo machine, which has a good few quality titles being released for it: *Doom, Killer Instinct*, and so on.
I think with the price of a SNES so low - you can get a system plus *SF2 Turbo* for £65 — those people who want a decent system so they can play truly great games - but can't afford £300-400 for a 32-bit machine - should go for a SNES and wait. At least until 32-bit prices go down and more games are released.
I'm not knocking the 32-bitters - of course I'd love a PS - but after asking for a SNES for ages, and having to make do with a Game Boy because it was cheaper, what chance have I got of getting a £300 machine?
Please don't forget how good the 16-bit machines have been, and will be to us.

Pete Whitehouse, Sutton-On-Sea

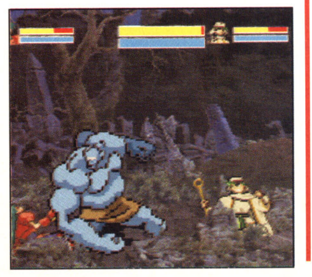
***CVG: We've no intention of forgetting Mega Drive and Super NES. Not yet. But you have to appreciate that support for these machines is definitely waning, and – apart from the initial outlay – the cost of 16-bit gaming is more expensive than 32-bit, if you're somebody who likes to keep up with the latest releases. Mad isn't it! The last thing CVG wants to do is exclude people like you, Pete, from enjoyment of our magazine. We're currently looking into ways that even those people who are less able to afford hardware can still gain from the features and advice we pass on through our pages.***

## HE RESTS HIS CASE

Dear CVG,
I just needed to get this off my chest. I recently purchased a Sega Saturn, and since I have been reading your magazine readers have been getting a little over excited about the PlayStation, and dumping Saturn in the dark. Okay the PlayStation has got *Tekken*, and *Toh Shin Den*, and is doing very well. And the Saturn has Rubbish titles like *Clockwork Knight*.
BUT it has also got *Panzer Dragoon, Daytona USA, Shinobi X*, with *Virtua Cop, Virtua Fighter 2*, and *Sega Rally* coming. So here's a message to PlayStation fans: Stop slagging Saturn off, because in a year your all going to want one! I rest my case.

Charles Saunders, Fulham.

***CVG: Well you seem happy as we are with the Saturn at the moment, Charles. I think the trap everyone is falling into with PlayStation is how image-conscious Sony's whole campaign is. With Saturn we're definitely finding it easier to build upon the excitement we've always known to be gained from video games, whereas with PlayStation we're struggling to envision the new era we were promised. Not that PS games are at all bad, we just wonder what happened to the "If it isn't real time, it isn't a game" situation. VF2 definitely rules this Christmas, though you just have to see Guardian Heroes – it's AMAZING, and not a polygon in sight!***



## HANDS OFF MY WALLET!

Dear CVG,
I am writing to say that I don't agree with the prices for the Sega Saturn, or Sony PlayStation. I mean, some people can afford them because they have the cash. But what about the people that don't have the money, because there are a lot of people that can't afford them. I only get £150 or £200 spent on me at Christmas. I know that consoles cost £150 or £200 to make. I don't mind about game prices because they cost the same as usual, but why do these consoles cost so much. I don't mind paying £200 for one, or £250. But that's the limit.

James Shaw, Lincoln.

***CVG: If you remember, James, the Mega Drive wasn't far off £200 when it was officially released, and many people paid around £270 for a Super Famicom on import. Gaming hardware has a history of being priced around the £300 mark (The BBC Model B was £400!), and the quality of games has advanced beyond belief in the space of a couple of years. If you can't afford a machine by yourself, why not club together with some of mates – that's part of what it's all about anyway.***

## SHUT UP AND DANCE

Dear CVG,
Here's a message to all readers: All the new machines, whether they be PlayStation, Saturn, or Ultra 64 will have their great games, good games, and poor games, so let's forget all this 'My Dad/ Machine is better than yours. Even the Jaguar has *Doom, Tempest 2000*, and a couple more good 'uns. For me it's PS. You choose what you want, pay your money, and May The Force Be With You.

TP Port, Stanwick.

***CVG: Had to include TP's letter because it sums up how we feel most of the time. Of course we're in a better position than most to comment, but the only reason you should ever buy a machine is for the kind of games it offers. Soon as you start looking over the fence, you're always going to be miserable. So long as you stick to the games we recommend, you're guaranteed to have a great time playing.***

# bag

## CHRONICLES OF A 3DO CONSUMER

Dear CVG,
I've just recently flogged my US 3DO and by the time you print this letter I will be a proud owner of a Sony PlayStation. The purpose of this letter is to warn readers out there who wish to purchase the 3DO, to take careful consideration. Obviously we all know software is the main attraction to convince people to buy their hardware and no doubt the 3DO has some excellent titles, but the word "some" has been dragging on since its release two years ago.
There are probably a majority of worse titles than good ones and possibly the only way consumers can convince themselves to buy a particular title that's worthy of its price is to read a full review or try before you buy method. This is how unreliable the 3DO is, to produce decent software consistently and which brings me to the point why it's called the next generation console.
I know the 3DO is beginning to show more potential with games like *Wing Commander 3*, and *Slam 'N' Jam '95*, but these games are one offs and it certainly doesn't justify the 3DO's £400 price tag. You may think I am exaggerating, but one thing that really frustrated me as a 3DO owner was the inadequate game gun. After purchasing the superb *Mad Dog 2*, the slow and unresponsive controls on the joypad convinced me to buy a game gun which I obviously expected to be excellent considering it was developed by Laser Games. Unfortunately I was wrong, the aiming control was inaccurate and basically I spent £45 to get the worst out of the game. I can't understand why ALG never corrected this fault, so 3DO owners out there who expect the same excitement given by ALG coin-ops to your machine, are in for a real disappointment.
I'm not writing off the 3DO completely. I hope it does succeed. With the arrival of the forthcoming M2, hopefully 3DO can learn from their mistakes and in time Trip Hawkins can proudly call it his wonder machine.

Steven Pierro, North London

***CVG: Steven raises a number of points here, the main one being that a big name with even bigger promises is seldom guaranteed to deliver – at least on time. 3DO is definitely worth considering now, especially since the price has been slashed to £200. But, like Steven says, the games have taken a while getting there. We've already answered a question about pricing, and usually this shouldn't be an issue. Stuff costs what it costs. However when shelling out large sums of money, you expect the investment to have been worth it. Neither does it help when the kinds of peripherals launched are poorly supported, and, in fact, poor in general. How many people paid in excess of £100 for a Super NES Superscope? We suspect Steven isn't the only 3DO early adopter to have felt very let down by that particular market. All we can say is 'bad luck', and 'M2'. Oops.***

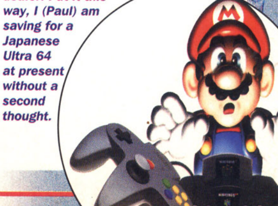
## NINTENDO 64®

### THE BIG $64000 QUESTION(S)

Dear CVG,
An apology in advance for digging up two such hoary chestnuts as these. However, in my defence, I believe them to be relevant questions and your opinions will certainly help me. I'm 24, and have slowly worked my way up from a 2X Spectrum, to a Super NES. As I'm sure you well know, there have always been choices: *Astro Wars*, or *Invader 2000*; ST or Amiga, etc, etc. But then that vital piece of hardware nestling under the tree come the 25th used to be cheaper. Now it comes to spending £300.
At the moment Sony seems to have it sussed: both hardware and software look superior, and all the major chain stores appear to be favouring them. But I read that present PlayStation games are using 70-80% of its power, while present Saturn games use only 30%. With the pedigree of Sega knowledge of the games market notwithstanding, Sega's arcade games always get my coinage over Namco. However if *VF2* and *Sega Rally* conversions fail to impress, maybe even that won't be enough to sway opinion.
Then there is Ultra 64. Now I've read that while the Saturn's version of *Sega Rally* can only look similar to the arcade due to hardware restrictions, the NU64 could produce it exactly. And easily too! But I have had it up to my back teeth with 'vapourware'! So what about the big N - better than Sega, better than Sony, and all its chums? Does NU64 make PlayStation and Saturn look 8-bit?
Also, should I buy official or import? Both machines cost £300 now, or £200 at one chain store if you trade in your 16-bit. I've got a friend in America who could send me one over, no problem. At current US prices the PS costs £195, and the Saturn £260. A bit cheaper, but worth the hassle? I think there are enough official games out on both machines for you to see a trend and help us decide. As a UK Super NES owner I've always been mightily cheesed with letterboxes and the magic disappearing 17%. Please categorically tell us is it going to happen again? Already some games have borders and run slower. Is this due to inexperience with the machines or just how it's going to be?
One magazine said buy official because of all the trouble involved in buying import games. What trouble? From my experience the classifieds are always full of US/ Jap games, and I buy some UK games mail order and get them next day delivery, it's actually easier than getting off your rear and going to the shops!
Which of the three main machines would be the best bet? No buts, dependings, etc as we are playing for big money. And are the US machines better overall, considering performance/ price/ hassle/ in three years' time, etc?
It's in your power to help Joe Public. What do you think?

Jonathan Palk, Belfast.

***CVG: Surely you've seen enough of the games scene to judge for yourself, Jonathan, but the time to judge a piece of hardware's success is never at the time it's released. Remember QL – Sinclair's wonder computer? It promised to beat everything hands down, and showed initial promise too. Then it totally flopped as a games machine. Unlike QL, we know for sure that both Saturn and PlayStation are powerful games machines and can deliver. Exactly what they deliver is, as ever, down to the software publishers. Nintendo 64 is exciting because we know Nintendo, at the very least, will support it with outstanding games – whether the architecture is true 64-bit or not.***
***As for imported machines, we have never had a problem with any of ours. No different to anything that could have happened to an official one at any rate. And it seems British Pal systems are forever going to run slower, and with borders on screen with few exceptions. Somehow the majority of developers don't think the extra trouble is worth it. There are many established importers that operate up and down the country, in the same way any import music shops do. Sometimes the price of games is high (especially the Japanese stuff at present) but the situation, again, is no different to if you were chasing a rare CD of a favourite artist. The only consideration is surely necessity to own, and the trust you feel you can place in the dealer. Put it this way, I (Paul) am saving for a Japanese Ultra 64 at present without a second thought.***



So that's it then. Christmas is over and done with. Well, it might be for you ungrateful sods, but for us lot it hasn't even started. Nope, thanks to the temporal disruption between us making the mag and you reading it, we've got to produce a whole other issue before we get our break. Happy New Year folks. Scream!

# NEXT MONTH

## SEGA RALLY

Yep, in a bizarre parody of last month's next month page, we can actually promise you the review of AM3's incredible Saturn racer. You would not believe how close we were to getting the review in this issue. Such excitement!




## NINTENDO 64

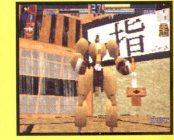
Paul's gone to the Shoshinkai. Assuming he doesn't get trapped in the subways of Tokyo, or lost in an exciting games store, or suffocated eating raw tentacles, we should be able to bring you the complete story on the incredible Dragon 32.

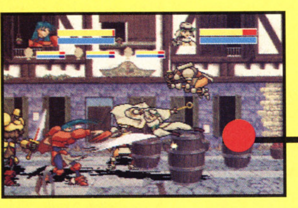


## ZERO DIVIDE

It's been around on import for a few months now, but the news of its imminent UK release has got us (Paul) drooling with excitement. So get ready for the full review on what we (Paul) reckon is one of the hottest fighting games of the year. It's giant robot beat 'em up action ahoy, gamestrels!







## GUARDIAN HEROES

Every month you read Editorial and every month Paul puts this as his favourite of the month. What's so fantastic about it? Well don't ask Paul, because hasn't really played it at all. He just wants to make you all jealous. Next month though, it'll be in all our top games lists!




## BAKU BAKU

You've read about it this month. Yep, Baku Baku is one of the nuttiest little puzzle games we've played in a long time. Join CVG next month as we learn basic animal/ food chains.



## DARKSTALKERS

Capcom have an incredible line-up of their coin-op wares ready for Sega and Sony's 32-bit consoles. First up is the review of Playstation Darkstalkers AND the long-awaited X-Men: Children Of The Atom for the Saturn. What's more, we just might have the incredible lowdown on Darkstalkers 2 for the Saturn.




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